

## MILITARY SIMULATIONS PTY. LTD.



# MAIL ORDER CATALOG

## Autumn 1998

### MILITARY SIMULATIONS

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Prices in this catalog are subject to change without prior notice.

#### Babylon 5 Card Game

By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the box. There are 24 booster packs to a booster display and the set consists of over 440 cards. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. For example, a player might choose an Agenda called *The Glory of the Old Republic*, which would emphasize scoring by increasing the dominance of the Centauri in the universe. Characters can also have personal Agendas which accelerate a player towards victory. For example, Sheridan would like to know what happened to his wife. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. And each race has a tension marker with each other race, and before you can go to war with someone, you need to increase the tension level through a number of minor aggressive events. Cards look great, too. I collected almost the whole set.

Narn Starter Deck	60 cards, rules, dice	\$17.00
Centauri Starter Deck	60 cards, rules, dice	\$17.00
Earthforce Starter Deck	60 cards, rules, dice	\$17.00
Minbari Starter Deck	60 cards, rules, dice	\$17.00
Babylon 5 Starter Display	72 cards	\$183.00
Babylon 5 Booster Pack	8 cards	\$3.75
Babylon 5 Booster Display	192 cards	\$81.00

#### Scorpion Clan Coup: Part 1

A stand alone expansion that can be used with or separately from *Legend of the Five Rings Collectable Card Game*. For a thousand years the Scorpion Clan has served the Emperor and kept his secrets. They are neither his right hand or his left; they are his under hand, the hidden dagger, the eye that never sleeps. But now, Bayushi Shouju, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. Ancient prophecies may soon come to pass, releasing the ancient evil trapped by the Twelve Black Scrolls. Bayushi Shouju must take steps against that fate - he must commit treason and murder the Emperor, in order to save the Empire from a doom that will fall upon the land for a thousand years. This release is a step back through time which examines the reasons Bayushi revolted against the Emperor. The whole series is 180 new cards, which is released in three 60-card parts. This is Part 1 with 60 different cards, which features the Scorpion faction. Each Combo display has 6 Starter Decks and 24 booster packs.

Scorpion Clan Coup Starter Deck	60 cards + rules	\$14.00
Scorpion Clan Coup Booster Pack	11 cards	\$3.50
Scorpion Clan Coup Combo Display	6 Str, 24 Bstr	\$151.00
Scorpion Clan Coup Booster Display	506 cards	\$145.00

#### 24 Years of Service

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

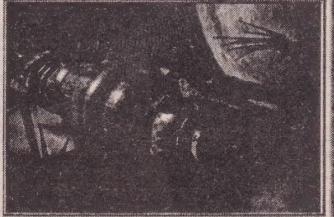
#### The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month.

#### Mil Sims Mid-Year Warehouse Sale

We are having our grand mid-year warehouse sale on Saturday, June 13<sup>th</sup>, from 8.30am - 12.00pm. Address is 14/136 Cochrane Road, Moorabbin. It's in the warehouse behind Mil Sims.

**Vital Interests**



**Faction Enhancement**

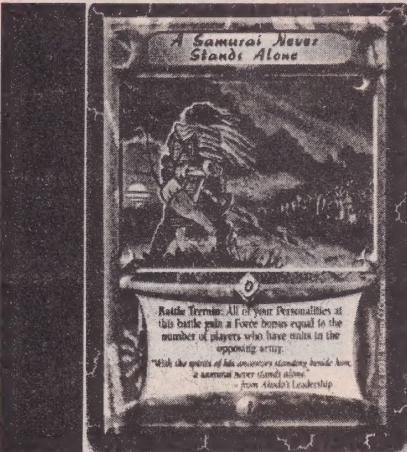
Target yourself. If you initiate a war conflict, and the conflict is opposed but successful, your opponent loses 1 influence.

Apply 5 influence during the draw round, or discard this enhancement.

Babylon 5 is an important base for the defense of the galaxy. For the Shadows to conquer known space, they will have to take Babylon 5 or destroy it.

1

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#### Credit Card Phone Orders Welcome

Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right then and then if it is in stock.

If it is, quote your Bankcard/Mastercard/VISACard number and we'll get your order off to you in 24 hours.

#### Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00 for each \$100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

#### ENQUIRIES

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

# 2 - Trading Card Games

## COLLECTABLE TRADING CARD GAMES

### Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

### Aliens Predator CCG

To be released by a co-operation between HarperPrism and Precedence Printing. There will be three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. At the beginning of each game a scenario is chosen and each deck type has different goals. Predator's goal is to collect trophies... and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers... their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost.

Alien Starter Deck (60 cards + rules)	\$14.95
Predator Starter Deck (60 cards + rules)	\$14.95
Marine Starter Deck (60 cards + rules)	\$14.95
AliensPredator Booster Pack (15 cards)	\$4.95
AliensPredator Booster Display (540 cards)	\$162.00

### Babylon 5

#### PRE Babylon 5 Limited Edition

By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by four different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the box. There are 24 booster packs to a booster display and the set consists of over 440 cards. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. For example, a player might choose an Agenda called *The Glory of the Old Republic*, which would emphasize scoring by increasing the dominance of the Centauri in the universe. Characters can also have personal Agendas which accelerate a player towards victory. For example, Sheridan would like to know what happened to his wife. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. And each race has a tension marker with each other race, and before you can go to war with someone, you need to increase the tension level through a number of minor aggressive events. Cards look great, too. I collected almost the whole set.

Narn Starter Deck 60 cards, rules, dice	\$17.00
Centauri Starter Deck 60 cards, rules, dice	\$17.00
Earthforce Starter Deck 60 cards, rules, dice	\$17.00
Minbari Starter Deck 60 cards, rules, dice	\$17.00
Babylon 5 Starter Display 720 cards	\$183.00
Babylon 5 Booster Pack 8 cards	\$3.75
Babylon 5 Booster Display 192 cards	\$18.75

### Picket Fleet

#### Human Fleet

Multiple.  
Can only participate  
in conflicts targeting you.

Officers of EarthForce's different divisions  
can be distinguished by the colors of their uniforms.  
Command staff wear blue,  
marines/ground troops wear an olive / brown color,  
and the security and police forces wear gray.

TM & © 1997 Warner Bros. Game Design © 1997 Precedence Publishing.

### BattleTech

#### WIZ BattleTech White Border

All an new trading card game from the makers of Magic the Gathering. Based on FASA's BattleTech boardgame, this newest trading card game roars to life with armored combat set in the 31<sup>st</sup> century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! In the BattleTech boardgame you control lances of four mechs, in this card game you are a high ranking general or House leader, who uses mechs and subterfuge to defeat his enemies. There are three different types of cards: mechs, which are the combatants of the game (and lots of them!); mission cards, which are meant to aid your mechs or hinder those of your opponent; and command cards, which represent the resources you use to build, or construct, your mechs and other projects. There are over 300 cards, etc.

BattleTech Starter Deck 60 cards, rules, dice	\$8.50
BattleTech Starter Display 720 cards	\$77.00
BattleTech Booster Pack 15 cards	\$2.50
BattleTech Booster Display 540 cards	\$77.00
Counterstrike Booster Pack 15 cards	\$2.75

Counterstrike Booster Display 540 cards	\$85.00
The first expansion to <i>BattleTech</i> brings new Mechs and legendary personalities to the battlefield. Players can include the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kerensky, and new mechs such as Daishi Prime, Annihilator, Hermes, Mercenaries Booster Pack 15 cards	\$5.00
Mercenaries Booster Display 540 cards	\$162.00
The second expansion to <i>BattleTech</i> brings Mercenaries to the game. Mechwarrior Booster Pack 15 cards	\$5.00
Mechwarrior Booster Display 540 cards	\$162.00
Limited booster expansion with mighty new mechs including Naginata and Pirahna, new mission and command cards, famous mechwarriors, 100 new cards. Features some stunning art.	

### Dune

#### FIV Dune: Eye of the Storm Limited Edition

Already sold out world around, we are pleased to announce that we still have stocks. By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. By earning a seat on the High Council, players acquire not only the status of a Great House, but also a hereditary claim to the Imperial Throne. Includes over 300 cards, which are persons, holdings, events, resources and plans. You each play with 2 decks, an Imperial Deck and a House Deck. There are two playing fields, Player's Homeworld and Arrakis. Art work is absolutely stunning. Each Starter Display has two copies each of the six basic houses.

Dune Starter Deck 60 cards, rules, dice	\$13.95
Dune Starter Display 720 cards	\$151.00
Dune Booster Pack 15 cards	\$4.50
Dune Booster Display 540 cards	\$145.00



### Legend of the Five Rings

#### FIV Battle Of Beiden Pass

The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules. The game is about two mighty samurai armies clashing at the crossroads of the Emerald Empire, featuring combat, politics and intrigue. These black bordered cards feature stunning art.

#### FIV Legend of the Five Rings: Emerald Edition

Becoming a very popular game, with absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. Six clans, the traditional defenders of the Empire, have each announced their rightful claim to an empty Emerald Throne. Many months have passed since the War for the Throne began. The once green and pleasant fields of Rokugan are now crimson from the blood of fallen samurai and burned black by the sorcerous fires of the magic wielding shugenja. While some Clans struggle to support the dying Emperor, others plan to overthrow him through treachery. And somewhere in the Empire, an ancient evil waits to be born, and prepares a revenge so diabolical that it may mean the destructions of the whole Emerald Empire. There are two decks each of six different Clans in each Starter Deck.

#### Legend of 5 Rings Emerald Starter Decks 60 cards + rules

○ Lion Clan Deck The Lion army under the leadership of Matsu Tsuke continues its relentless attack upon the Crane Clan. Proud and honorable, the flowing manes of the Lion samurai warn their enemies of their ferocity in battle.	\$13.50
○ Crane Clan Deck With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they still control the political movements within Rokugan. But they also have allies: a small army of ronin and the Phoenix Clan.	\$13.50
○ Unicorn Clan Deck The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire. Strong in magic and possessing the best Samurai cavalry in the Empire.	\$13.50
○ Dragon Clan Deck Mysterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, although now masterless, the best general in the Empire.	\$13.50
○ Crab Clan Deck These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for the Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi, leading the Dragon Clan's army.	\$13.50

○ Phoenix Clan Deck The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered a powerful forbidden magic, but it is corrupting their masters one by one.

Legend of 5 Rings Emerald Starter Display 720 cards \$145.00

Legend of 5 Rings Emerald Booster Packs 15 cards \$4.00

Legend of 5 Rings Emerald Booster Display 540 cards \$129.00

There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

#### FIV Legend of the Five Rings: Obsidian Edition

Basically a revamped and updated version of *Emerald Edition*. Each Starter Deck contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.

Legend of 5 Rings Obsidian Starter Decks contains as above

○ Lion Clan Deck See description under Emerald Ed. \$14.00

○ Crane Clan Deck See description under Emerald Ed. \$14.00

○ Unicorn Clan Deck See description under Emerald Ed. \$14.00

○ Dragon Clan Deck See description under Emerald Ed. \$14.00

○ Crab Clan Deck See description under Emerald Ed. \$14.00

○ Phoenix Clan Deck See description under Emerald Ed. \$14.00

Legend of 5 Rings Obsidian Starter Display 720 cards \$151.00

Legend of 5 Rings Obsidian Booster Packs 15 cards \$3.75

Legend of 5 Rings Obsidian Booster Display 540 cards \$121.00

There are over 300 different cards in the Obsidian Edition.

#### FIV ShadowLands

Five months have passed since the war began, and there is no sign of peace. The Six Clans of the Emerald Empire have all paid the price for turning against each other. Armies of gibbering dead men march against the Clans gaining victory after victory, turning their victims into mad, mindless slaves. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.

○ Naga Deck The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire. But while the Clans turn their concern to their borders, another evil is brewing inside the Empire... Clan Scorpion.

○ Clan Scorpion Deck This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength and is ready to once again try to take the Emerald Throne.

○ ShadowLands Starter Display 720 cards \$135.00

There are over 150 different cards in Shadowlands.

#### FIV Forbidden Knowledge

The next installment in the story of the Emerald Empire. Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. The Crab fight a war on two fronts, the Crane is crippled by Scorpion; the Lion Champion follows a samurai-maiden into a trap, while the Phoenix are slowly corrupted by their scrolls; the Unicorns face the Shadowlands alone.

○ Forbidden Knowledge Booster Packs 11 cards \$2.50

○ Forbidden Knowledge Booster Display 506 cards \$99.95

There are over 150 different cards in Forbidden Knowledge.

#### FIV Anvil of Despair

The next installment in the story of the Emerald Empire. The Cranes make a desperate stand against the Shadowlands madmen, the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; the Phoenix are being corrupted by evil magics; and the Unicorns are feeling the toll of the war. There are six decks each of two different Clans in each Starter Deck, each deck having a random assortment of cards. 150 new cards in the set.

#### Anvil of Despair Starter Decks 60 cards + rules

○ Junzo's Army The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries twist and corrupt the samurai into contorted mockeries of their former selves. Soon they will fight alongside the Shadowlands creatures.

○ Toturi's Army The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion, as they set out to save the Empire. Each deck has a random assortment of cards.

○ Anvil of Despair Starter Display 720 cards \$9.95

○ Anvil of Despair Booster Packs 11 cards \$2.50

○ Anvil of Despair Booster Display 506 cards \$99.95

There are over 150 different cards in Anvil of Despair.

#### FIV Time of the Void Limited Expansion

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Her mighty fortresses and majestic temples lie in ruin and her green fields are stained with the blood of fallen heroes. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil... the Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder Personas, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. Our stocks are strictly limited.

○ Phoenix Clan Stronghold Deck One Clan will fall... One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinships.

○ Crab Clan Stronghold Deck One Clan will be redeemed... The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city.

○ Time of the Void Starter Display 720 cards \$17.95

○ Time of the Void Booster Packs 11 cards \$4.00

○ Time of the Void Booster Display 506 cards \$165.00

There are over 200 different cards in Time of the Void.

#### FIV Scorpion Clan Coup Part I

For a thousand years the Scorpion Clan has served the Emperor. But now, Bayushi Shouji, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. Fate forces his hand, now is the time of treason. He must lead his Clan against the Emperor himself, otherwise the Emperor will bring doom upon the land for a thousand years. The whole series is 180 new cards, which is released in three 60-card parts. Part I (with 60 different cards) features the Scorpion faction and tells of Bayushi Shouji's attempt to gain control of the capital and of his strategies to keep the other six Clans at bay. Each Combo display has 6 Starter Decks and 24 booster packs.

○ Scorpion Clan Coup Starter Deck 60 cards + rules \$14.00

○ Scorpion Clan Coup Booster Packs 11 cards \$3.50

○ Scorpion Clan Coup Combo Display 6 Str. 24 Bstr. \$151.00

○ Scorpion Clan Coup Booster Display 506 cards \$145.00

○ Scorpion Clan Coup Part II Tells of the battles for control over Otosan Uchi. There are 60 cards in this set, only available as boosters.

○ Scorpion Clan Coup Part II Booster Packs 11 cards \$3.50

○ Scorpion Clan Coup Part II Booster Display 506 cards \$145.00

○ Scorpion Clan Coup Part III Tells of the fall of the Scorpion Clan and of the Lion Champion Akodo Toturi. Available?

## Magic: the Gathering

### WIZ Portal; Easy to Play Introduction to Magic

A new introductory approach to *Magic: the Gathering*. Introduces 215 new cards that make it easy to learn *Magic*. As with *Magic*, *Portal* is a strategic card game set in the mythical and fantastical world of Dominaria. Using their cards to cast spells and summon creatures, two players "duel" against each other for control of Dominaria's land. A game can be played in 15 to 30 minutes. Each *Portal Starter Set* includes everything needed for play.

**Portal Starter Set** ..... \$14.95  
Contains two preconstructed 35 card decks, a booster pack with 15 random cards, a strategy tip card, a detailed play guide, two paper playmats, and an easy to follow rulebook. Note every *Starter Set* is the same!

**Portal Booster Pack** ..... \$4.75  
Contains 15 random cards selected from the 215 different cards in the set.

**Portal Two Player Gift Box** ..... \$27.00  
Contains two pre-constructed starter decks, an official guide to *Portal*, two booster packs, two score keeping beads, two playmats, rulebook, step by step play guide.

**The Official Guide to Portal** ..... \$13.00

### WIZ Portal: Second Age Due June

For customers who want to continue playing *Portal*-level *Magic*. This is a new themed version of *Portal* with 165 cards, all new art. Available in several formats:

**Portal 2nd Age Game** ..... \$14.00

2 x 30 card preconstructed decks, rules, 15 card booster, play mats.

**Pre-constructed Starter Deck 5 different kinds** ..... \$11.00

**Pre-constructed Starter Deck Display 15 decks** ..... \$14.99

**Portal 2nd Age Booster Pack 15 cards** ..... \$4.75

**Portal 2nd Age Booster Display 540cards** ..... \$15.00

**Portal 2nd Age Gift Box 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc.** ..... \$20.00

### WIZ Magic: 4th Edition

*Magic 4th Edition* is out of print now, but we were able to dig some up from somewhere. The attraction with these 4th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.

**Magic 4th Ed Starter Deck 60 cards & rules** ..... \$16.00

**Magic 4th Ed Starter Display 600 cards** ..... \$13.00

**Magic 4th Ed Booster Pack 15 cards** ..... \$6.00

**Magic 4th Ed Booster Display 540cards** ..... \$18.00

**Magic 5th Ed Trading Card Game for 2 Players** ..... \$18.00

A bridge product for someone who wants to move from *Portal* to the more advanced rules and game play strategies found in *Fifth Edition*. has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card booster pack. Due April.

### WIZ Magic: 5th Edition

Now in its 5th Edition, *Magic: the Gathering* is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast, and is the first product in the Deckmaster System. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The loser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called to do battle against the opponent.

**Magic: 5th Ed Starter Deck 60 cards & rules** ..... \$13.95

**Starter Deck Display 720cards** ..... \$150.00

This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists

**Magic: 5th Edition Booster Pack 15 cards** ..... \$4.75

**Magic: 5th Edition Booster Display 540 cards** ..... \$150.00

**Magic: The Dark Booster Pack 8 cards** ..... \$10.00

**The Dark Display 480 cards** ..... \$57.00

The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series

**Magic: Fallen Empires Booster Pack 8 cards** ..... \$3.00

**Fallen Emp Display 480 cards** ..... \$150.00

In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sardians to fight for their very survival; Ictian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic.

**Magic: Chronicles Booster Pack 12 cards** ..... \$4.00

**Chronicles Display 540 cards** ..... \$150.00

This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be released in this booster pack display. These cards have white borders.

**Homelands Booster Pack 8 cards** ..... \$3.00

**Homelands Booster Pack (480 cards)** ..... \$150.00

Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

**Magic: Visions Booster pack 15 cards** ..... \$4.75

**Magic: Visions Booster Display 540 cards** ..... \$150.00

Over 160 new cards that can be played with *Magic*, Ice Age or *Mirage*. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.

**Magic: Weatherlight Booster pack 15 cards** ..... \$4.75

**Magic: Weatherlight Booster Display 540 cards** ..... \$150.00

A limited black border expansion with over 160 new cards that can be played with *Magic*, Ice Age or *Mirage*.

### WIZ Magic: Ice Age

*Ice Age* can be played by itself as a stand-alone game, or used as a standard expansion for *Magic: the Gathering*. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold.

**Ice Age Starter Deck 60 cards & rules** ..... \$15.95

**Starter Display (600 cards)** ..... \$144.00

**Ice Age Booster Pack 15 cards** ..... \$4.75

**Booster Display (540 cards)** ..... \$150.00

**Alliances Booster Pack 12 cards Note Cheaper Price!** ..... \$4.00

**Alliances Display (540 cards)** ..... \$162.00

As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either *Magic* or *Ice Age* games.

### WIZ Magic: Mirage

An expansion like *Ice Age* that can be played with *Magic* or played by itself. It is set in the tropical setting of Jamura, on the equator of Dominaria. Teferi's Isle, off the coast of Jamura, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and was soon broken out. There are over 300 new cards in the set, including new rules variants. The artwork is a definite improvement over previous *Magic* releases.

**Mirage Starter Deck 60 cards + rules** ..... \$14.95

**Mirage Starter Display (720 cards)** ..... \$162.00

**Mirage Booster Pack (15 cards)** ..... \$4.95

**Mirage Booster Display (540 cards)** ..... \$162.00

### WIZ Magic: Tempest

The flying ship *Weatherlight* has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. There, Gerrard and his crew are challenged by Volrath's ship *Predator*, and they encounter wild new forces of magic as they strive to reach Volrath's Citadel. An expansion with 300 new cards that can be played with *Magic* or played by itself. Designed for experienced players. The most anticipated card is *Time Warp*, a sorcery costing 3UU, that gives you an extra turn. Also has Shadow creatures and Slivers. Shadows can only block or be blocked by Slivers in play.

**Tempest Starter Deck 60 cards + rules** ..... \$13.95

**Tempest Starter Display (720 cards)** ..... \$150.00

**Tempest Booster Pack (15 cards)** ..... \$4.75

**Tempest Booster Display (540 cards)** ..... \$150.00

**Tempest Pre-constructed Starter Deck 60 cards + rules** ..... \$13.95

**Tempest Pre-constructed Starter Deck Display (720 cards)** ..... \$150.00

**Tempest Pre-constructed Starter Deck 60 cards + rules** ..... \$13.95

**Tempest Pre-constructed Starter Deck Display (720 cards)** ..... \$150.00

**Tempest Pre-constructed Deck Display (720 cards)** ..... \$150.00

**WIZ Magic: Stronghold Due March**

Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls, where the Evincar's dreams and nightmares gain substance and eternal life, Gerrard finally comes face to face with Volrath.

**Stronghold Pre-constructed Starter Deck 60 cards + rules** ..... \$13.95

**Stronghold Starter Display (720 cards)** ..... \$150.00

**Stronghold Booster Pack (15 cards)** ..... \$4.75

**Stronghold Booster Display (540 cards)** ..... \$150.00



### WIZ Magic: Exodus Due June

As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the Weatherlight are forced to battle the deadly flagship of the evincar's army, the Predator. At the same time, the combined armies of the Kor, Vex, and Dal, the oppressed people of Rath, reach the Stronghold's gate and lay siege. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap...

**Exodus Pre-constructed Starter Deck 60 cards + rules** ..... \$13.95

**Exodus Starter Display (720 cards)** ..... \$150.00

**Exodus Booster Pack (15 cards)** ..... \$4.75

**Exodus Booster Display (540 cards)** ..... \$150.00

**WIZ 1997 World Championship Decks**

This display contains three decks each of four different Pre-constructed decks, each deck being the exact deck used by the four 1997 Magic World Championships semi-finalists, who were Paul McCabe, Svend Geertsen, Jakub Slemr, and Janosch Kuhn. So if you want to play a balanced, exciting, vicious game, buy the four decks and run them against each other - and learn what card combinations the pros use. All cards have gold borders.

**Janosch Kuhn Deck 90 cards** ..... \$15.95

A red, white and blue deck built for the long game.

**Jakub Slemr Deck 90 cards** ..... \$15.95

A fast, black creature deck that splashes in spells from all five colors.

**Paul McCabe Deck 90 cards** ..... \$15.95

A red-blue attacking deck that uses a number of efficient creatures.

**Svend Geertsen Deck 90 cards** ..... \$15.95

An extremely fast mono-green deck with a horde of creatures.

**All Four 1997 World Championship Decks 360 cards** ..... \$57.50

**1997 World Championship Display (1080 cards)** ..... \$160.00

**WIZ Vanguard Giftbox**

Offers a new approach to *Magic: the Gathering*. Has all eight *Vanguard* cards (one of eight characters from the *Magic* Multiverse to represent you play in a game. Slightly larger than regular *Magic* cards, each *Vanguard* character has different powers that affect the way a players deck functions), *Vanguard* rules, a card storage box featuring a black mana design that holds 840 cards in standard sized sleeves, one foreign starter deck and two foreign booster packs \$38.00

### WIZ Magic Mirage Card Boxes

Wizards of the Coast have released two styles of full color *Magic* card boxes, each high quality box able to hold 1,200 *Magic* cards. The boxes are shipped flat and are easily assembled.

**WIZ Magic: Pocket Players Guide 5th Dec?** ..... \$17.50

A paperback book that contains updated rules for *Magic: the Gathering*, along with examples to illustrate play and conversion rules for players used to the original *Magic* rules. Provides tips on how to maximize your game skills using deck-building strategies. Also

answers to your *Magic* questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

**PEN Magic: Official Encyclopedia Vol 1** ..... \$25.00  
224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Homelands, etc. Also a history including setting and story, errata for cards where relevant, forward by Richard Garfield.

**PEN Magic: Official Encyclopedia Vol 2** ..... \$22.00  
144 full color pages, with over 1,300 cards featured in full color, showing the cards from *Mirage*, *Visions*, *Fifth Edition*, *Weatherlight*, *Portal*, etc. Also a history including setting and story, errata for cards where relevant.

## Middle Earth: The Wizards

**ICE Middle Earth 2 Player Starter Set**  
A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Includes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. \$36.00

**ICE Middle Earth: The Wizards**  
During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. The five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshall the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480 + cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

**Middle Earth Starter Deck 76 cards + rules** ..... \$15.00

**Middle Earth Starter Display 760 cards** ..... \$135.00

**Middle Earth Booster Pack 15 cards** ..... \$5.00

**METW The Dragons Booster Pack 15 cards** ..... \$3.00

**METW The Dragons Booster Display 540 cards** ..... \$97.00

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can riddle with Smaug like Bilbo the Hobbit, match wits with Agurbanor to discover his drakish flask, and steal a priceless artifact while Scatha lies sleeping. This booster set contains 180 new black border cards. Beautiful artwork.

**METW Dark Minions 15 cards** ..... Special ..... \$3.00

**METW Dark Minions Booster Display 540 cards** ..... Special ..... \$97.00

180 new cards including agents such as Grima Wormtongue and Bill Ferny, who can move from site to site hindering companies. Underdeeps such as the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur. Minions Stir such as Undead, and Orcs and Trolls start organizing for combat, and you must even contend with frightened or captured characters; Quests - new missions with new challenges. This booster set contains 180 new black border cards. Beautiful artwork.

### ICE Middle Earth: The Lidless Eye Limited Edition

With the release of this fully compatible and stand alone supplement, players will be able to play one of the nine Nazgul, the shadowy Ringwraiths in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Your goal is to martial enough resources so that Sauron will be confident enough to send you and your armies to launch the first blow necessary to crush the Free Peoples. Has over 350 cards with beautiful artwork, including all the various minion sites that Ringwraiths can use such as Dol Guldur, Carn Dum, etc., with rules in the Starter Decks. You can compete against opponents playing as wizards, or as other Ringwraiths.

**ME: The Lidless Eye Starter Deck 76 cards + rules** ..... \$15.95

**ME: The Lidless Eye Starter Display 760 cards** ..... \$144.00

**ME: The Lidless Eye Booster Pack 15 cards** ..... \$4.50

**ME: The Lidless Eye Booster Display 540 cards** ..... \$145.00

### ICE Middle Earth: Against the Shadow

Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from *ME: The Wizards*, competing against a Ringwraith player. But so that Ringwraiths can match Wizards in the full range of strategies available, more Ringwraith resources are included. Also new hazards, new items, factions, rings, spells, etc.

**ME: Against the Shadow Booster Pack 15 cards** ..... \$4.50

**ME: Against the Shadow Booster Display 540 cards** ..... \$145.00

### ICE Middle Earth: The White Hand

**ME: The White Hand Booster Pack 15 cards** ..... \$5.00

**ME: The White Hand Booster Display 540 cards** ..... \$162.00

Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on a corrupted Wizard player, as Saruman was corrupted in the novel. A corrupted Wizard can pick and choose the good and evil resources, and will use any means to achieve his end. However, he can only exert his influence over lesser heroes and minions. When corrupted, each of the five wizards is driven by a different obsession.

### ICE Middle Earth Gift Set

A sturdy deluxe box with full color art that doubles as storage for 1,000 cards. Includes 272 cards with a value of US \$43.50 inside, as well as dice, card list booklets, 2 plastic hobbits, rules with examples, and a full color map with marshalling point tracker. \$90.00

**ME: Middle Earth: The Wizards Companion** This companion book features annotated rules loaded with examples, in an easy to read format, including guidelines and clarifications; a comprehensive card list, a collection of scenarios for play, tournament guidelines, 6 pages of full color maps, depicting regions, sites, factions, etc. \$14.00

**ME: Middle Earth: The Wizards Players Guide** Features a strategy guide with ideas about deck-building, game mechanics, and tactical and strategic planning; detailed descriptions of every character, site, resource and hazard card; five sample decks; a thorough card-based index, etc. \$21.50

**ME: Middle Earth: The Dragons Player Guide** Includes a strategy guide to enhance your deck design, a complete card analysis of all 180 cards; sample decks; tournament rules and card errata and card tables. \$15.00

**ME: Middle Earth: Dark Minions Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis

# 4 - Trading Card Games

**O Middle Earth: Casual Companion** A beginners guide to the game, including a guide to playing the Starter Game vs the Starter Game, answers to common questions, strategy hints, tips for setting up your location deck, scenarios, beginning decks, etc. \$14.95

**O Middle Earth: Lidless Eye Companion** The complete rules are presented in an easy to read format, Ringwraith histories, 6 pages of color maps, tournament guidelines, scenarios. \$16.00

## Mythos - Cthulhu Collectable Card Game

### CHA New AEON Limited Edition

A collectable card game of modern-day Lovecraftian horror. Pit the resources and weaponry of today against the mind bending horrors of the Cthulhu mythos. We'll see who wins this time around. Features simple rules with complex strategies to narrate a series of adventures before going insane from the growing horrors of the Cthulhu mythos. Over 200 new cards in the series.

New AEON Starter Deck 60 cards + rules ..... \$15.00  
New AEON Starter Display 600 cards ..... \$135.00  
New AEON Booster Pack 13 cards ..... \$49.95  
New AEON Booster Display 468 cards ..... \$162.00

**The Art of Playing Mythos: A Tome of Arcane Law** \$18.00 This includes an updated version of the rules, complete card listings, deck construction ideas, and descriptions of the cards and their place in Lovecraftian literature.

## Netrunner (Cyberpunk)

### WIZ Netrunner (Cyberpunk) Limited Ed

The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating datafests to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slamming into cyberspace to steal information from the Corporations.

Netrunner Double Starter Deck 120 cards + rules ..... \$36.00  
Starter Deck Display 720 cards ..... \$194.00  
Netrunner Booster Pack 15 cards ..... \$6.00  
Booster Pack Display 540 cards ..... \$194.00  
Proteus Booster Pack 15 cards ..... \$4.00  
Proteus Booster Pack Display 540 cards ..... \$129.00

Discover the products of the new tech Max Forward discovered by breaking into an old data port - ice capable of transmuting into completely different countermeasures. Whether you're Runner or Corp, expect a few changes.

## ShadowRun

### FAS ShadowRun Limited Ed

The year is 2058 AD. Advances in technology are astounding, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberware to become more than human. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orks and trolls have resumed their true form, and spells and spirits serve those with the talent for controlling this legendary force.

In this very popular ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the objectives with challenges - things that get in the way of your runners - such as security guards, electric fences and fierce creatures. But you'll need to do some legwork before your run. You use money to pay your contacts for information and to supply your runners with weapons and other gear, which increases your team's odds of success. But be aware that the competition and opposition always fight harder than expected, and there's always a chance of being double crossed!

ShadowRun Starter Deck 70 cards + rules ..... \$14.95  
ShadowRun Starter Display (700 cards) ..... \$135.00  
ShadowRun Booster Pack 15 cards ..... \$49.95  
ShadowRun Booster Display (540 cards) ..... \$162.00

**Underworld Booster Pack 15 cards Due Feb '98** ..... \$4.95  
**Underworld Booster Display (540 cards) Due Feb '98** ..... \$162.00  
With 150 new cards, *ShadowRun Underworld* focuses on the underworld crime scene and allows players to build decks based on criminal elements such as Mafia, Yakuza, and Gangs, which include Halloweeners, The Ancients, and Lonestar.

## Star Trek Next Generation

### DEC Star Trek Introductory Two Player Game

There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe; and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, Gi'ral and Ja'rod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, & Commander Troy. \$40.00 each

### DEC Star Trek Next Generation

The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fans, trading card collectors, and players of games such as Magic, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards, dilemma and interrupt cards, artifact cards, outpost cards, ship cards which rate range, weapons, shields, personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.

Star Trek Unlimited Starter Deck 60 cards + rules ..... \$15.00  
Unlimited Starter Display 720 cards ..... \$162.00

These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

Star Trek Next Generation: Booster Pack 15 cards ..... \$5.50

Unlimited Booster Disp ..... \$178.00  
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card

Alternate Universe Expansion 15 cards ..... \$5.00  
Alternate Universe Disp ..... \$162.00

This first expansion contains 122 new cards, 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existence. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in

various ways. The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise. Q-Continuum Booster Pack 15 cards ..... \$5.00  
Q-Continuum Booster Display 540 cards ..... \$162.00  
The second expansion for Star Trek, this one features Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.

First Contact Movie Booster Pack 9 cards ..... \$3.50  
First Contact Movie Booster Display 270 cards ..... \$94.00  
The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. Includes new rules, one sheet per display.



Holodeck Adventures Booster Pack 15 cards ..... \$4.95  
Holodeck Adventures Booster Display 540 cards ..... \$162.00  
The next expansion for Star Trek, featuring the many adventures experienced in the holodecks on the Enterprises, as well as other cards. Due March '98.

**Star Trek Next Gen. Card Game Factory Set** \$150.00  
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. Note Special Price

**Star Trek First Anthology** \$50.00  
A limited edition heavy duty cardboard box that fits over 800 Star Trek Cards. Inside the box are two Unlimited Starter Decks, two Unlimited Booster Packs, two packs of Alternate Universe, Q-Continuum, the Warp Pack, and six cards never seen before: Quark, Paris, Tuvok, Orb of Prophecy and Change, Dr Telek R'Mor and Garak, and a rules supplement.

## Star Wars

### DEC Star Wars Premiere Introductory 2 Player Game

The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galactic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. \$40.00

**DEC Star Wars Unlimited Edition**  
These are the White Bordered unlimited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards include their artwork lifted directly from the Star Wars movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interups, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor, the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long. Star Wars Starter Deck 60 cards + rules ..... \$15.00  
Starter Deck Display (720 cards) ..... \$162.00  
Star Wars Limited Starter Deck 60 cards + rules ..... \$18.00  
Star Wars Limited Starter Deck 720 cards ..... \$174.00  
Star Wars Booster Pack 15 cards ..... \$4.50  
Booster Pack Display (540 cards) ..... \$145.00  
Star Wars Limited Booster Pack (15 cards) ..... \$8.00  
Star Wars Limited Booster Display (540 cards) ..... \$259.00  
New Hope Booster Pack 15 cards ..... \$4.50  
New Hope Booster Display (540 cards) ..... \$145.00  
Cards taken from the movie Star Wars only, focusing on the Rebels attempt to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.

Hoth: Empire Strikes Back Booster Pack 15 cards ..... \$4.95  
Hoth: Empire Strikes Back Booster Display (540) ..... \$162.00  
One of three booster expansions set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic possibilities and add depth to the game. The *Hoth: Main Power Generators* card is one of the biggest and most interesting game functions in the set.

Dagobah: Empire Strikes Back Booster Pack 9 cards ..... \$3.00  
Dagobah: Empire Strikes Back Booster Display (540 cards) ..... \$162.00

Yoda makes an appearance. Also included are Jedi Training, new Weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. Boba Fett is not included! Features 180 new limited edition cards.

Cloud City ESB Booster Pack 9 cards ..... \$3.50  
Cloud City ESB Booster Pack Display 540 cards ..... \$162.00  
The next limited expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc.



**Star Wars First Anthology** \$50.00  
A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are two Unlimited Starter Decks, two limited New Hope Packs, two packs of Hoth, a Jedi Pack, six cards never seen before - Boba Fett, Commander Wedge Antilles, the Death Star Assault Squadron, X-Wing Assault Squadron, Jabba's influence, & Hit and Run; and a rules supplement.

## Vampire: The Eternal Struggle

### WIZ Vampire: The Eternal Struggle

Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformed and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules ..... \$18.00  
Starter Display (760 cards) ..... \$162.00  
Vampire: TES Booster Pack 19 cards ..... \$5.00  
Booster Display (684 cards) ..... \$162.00  
Dark Sovereign Booster Pack (15 cards) ..... \$5.00  
Dark Sovereigns Booster Disp (540 cards) ..... \$162.00  
Adds Clan Giovanni and Ravnos, and new disciplines. 100 new cards in the set.

Ancient Hearts Booster Pack 12 cards ..... \$4.00  
Ancient Hearts Booster Disp (540 cards) ..... \$162.00

The tragic legacies of Mediterranean Kindred: the Camarilla, Assamite, & Set.

The Sabbat Booster Pack (28 cards) ..... \$6.95  
The Sabbat Booster Display (672 cards) ..... \$150.00  
Limited print run of over 400 new cards. The Sabbat, Savage, diabolical. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

## Trading Card Accessories

### CRF81100 DECK PROTECTORS

These Ultra Pro rigid top loading card protectors are the most important accessory ever released for collectable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... \$90.00

**Black-back Deck Protectors** These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. \$10.00 each or for a whole display \$90.00 10 decks.

**GYM Superpro Sheet Card Holders (1)** \$0.50  
Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

**GYM Floppy Card Sleeves (100)** \$2.00  
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a useable format.

**GRF Card Album** \$20.00  
High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style.

**CRF200CB Ultimate Collection 200 Card Plastic Box** \$4.50  
Made of durable, rigid plastic, this box fits 200 trading cards.

# ROLE PLAYING GAMES

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Alternity

SCIENCE FICTION TSR has made another entry into the Sci-Fi market. By TSR.

### CORE RULES

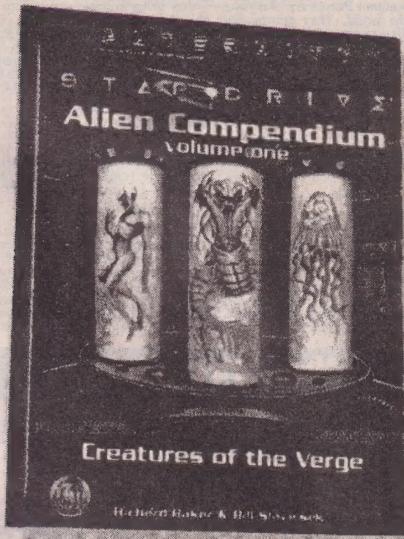
**ALTERNITY** Player's Handbook This full color book written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. *Due May.* \$48.00  
**ALTERNITY** Gamemaster Guide This full color volume includes the comprehensive information necessary to create adventures and run campaigns in contemporary, near future and far future settings. Featuring a fast-play intro that teaches the basics of refereeing the game and a short adventure. *Due June.* \$48.00

### ACCESSORIES

**Alternity Campaign Kit** Features a four panel GM Screen and 32 pages of record-keeping aids, including forms, character sheets, and record logs. *Due July.* \$18.00  
**Dataware** This handbook provides expanded rules, game stats and descriptions for futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of Gridspace details hacking, reprogramming, and virtual reality. Can be used with Star Drive. *Due Oct.* \$27.00

### STAR DRIVE

**Alien Compendium: Creatures on the Verge** Presents the unique aliens that popular the Star Drive Setting. More than 60 different aliens are featured. *Due Aug.* \$35.00



**Alternity Arms & Equipment Guide** From protective gear to weapons of mass destruction. More than 100 items are detailed, with descriptions, game stats, & illustrations. The items are created specifically for the Star Drive setting. *Due Aug.* \$27.00

**Star Drive Campaign Setting** The first campaign setting for the Alternity rules. This full color volume hurls players into the 26th century with a galaxy of nonstop action, epic adventure, and astounding far future technology. Has chapters on technology and equipment, professions, stellar nations, aliens, and the Galactic Concord, humanity's hope for survival. *Due Aug.* \$48.00

**The Lighthouse** Lighthouse is a starfaring outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use supporting cast members, etc. *Due Dec.* \$22.50

**The Last Warhulk** The first full length adventure for the Star Drive setting. A relic from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. *Due Nov.* \$22.50

**Threats from Beyond** Details the emerging alien menace known as the Externals. These creatures have begun an invasion that could wipe out humanity. *Due Jan 99.* \$27.00

### STAR DRIVE NOVELS

**1. Starrise at Corrivate** The scapegoat for a tragic political mistake, Oliver Haryn was thrown out of the Corps. But the government is not through with him yet, and Oliver may co-operate in being their pawn while the game is worthwhile. *Due Nov.* \$9.50

**2. On the Verge** The Concord Marines are thrust into desperate action on the frontier of civilized space, where they are pitted against a threat from beyond the Verge. *Due Jan 99.* \$9.50

## Amber

**FANTASY** A unique fantasy/sci-fi role playing game that does not use dice! By Phage Press.

**Amber RPG** A complete new role playing system, with three complete adventures, including Throne War, Battleground on Shadow Earth and Into the Abyss. Features the Attribute Auction system where players bid against each other to create a unique family of immortal player characters; enter a universe where Pattern lets you walk to any world you can imagine, where Logrus tendrils can reach across infinite dimensions, and where Shape Shifting lets characters sprout wings. A mature, demanding, and time consuming system that puts character development above all else. 256 pages over 100 of which give tips on role playing style & techniques with dozens of examples. \$36.95

**Shadow Knight** A massive 254 page sourcebook covering Broken Patterns scattered through the Shadow, constructs, the Corridor of Mirrors, demons, the Fount of Power, ghosts, the Lords of Chaos, the Pit, Shadowmastery, ancient artefacts called Spikards, Suhuy the ancient Keeper of the Logrus, King Swaybill, blue stones called Tragoliths, the Undershadow, etc. \$36.95

## Armageddon

**ARMAGEDDON RPG** By Myrmidon Press, this is an end times roleplaying game. The ultimate conflict has begun. An ancient force is reborn, and a war to determine the destiny of Humankind must be fought by forces mundane and celestial. Angels walk on the Earth once again, and the old gods have returned. From the ravaged cities of war-torn Europe to the slums of future-day America, human and immortal alike must fight an old and deadly enemy. You can play gifted, mundane or immortal characters. \$40.00

## Armored Trooper VOTOMS

**SCI-FI** RTG brings us another high quality RPG based solely upon Japanese animation. By RTG.

**Armored Trooper: Votoms** The official licensed role playing game of AT VOTOMS. Based on the hit media action series originally released by Sunrise in Japan and brought to the US by Central Park Media. At Votoms is a rich, complex SF setting, packed with combat, intrigue and a unique central motif, the man-sized powered fighting machines known as Armored Troopers. Produced in the same style as *Bubblegum Crisis*. \$39.00

## ARS MAGICA 4<sup>th</sup> Ed

**FANTASY** Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. Atlas Games have taken over development and production of Ars Magica.

**ARS MAGICA 4<sup>th</sup> Ed** The new edition of Ars Magica. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13<sup>th</sup> century. 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folktale and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. \$48.00

**A Medieval Tapestry** Within these pages lies the wealth of Mythic Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc. \$35.00

**Hedge Magic** Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. \$22.50

**Parma Fabula** Contains a 4 panel GM screen and a 32 page booklet, which has a storyline that can be used in any saga, including artefacts and other noteworthy items; a fully described library; non-player characters, etc. \$24.00

**The Fallen Angel** When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it... \$20.95

## The Babylon Project

**SCIENCE FICTION** The long awaited role playing game of the spectacular television series, *Babylon 5*. By Chameleons Electric.

**THE BABYLON PROJECT RPG** The year is 2259. The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Narn and the Centauri. And rumours are circulating of political chaos back on Earth, of colonies in rebellion and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets - and there are many secrets: why did the Minbari surrender at the moment of their victory? What did happen to Babylon 4? Who are the Shadows? What do the Vorlons look like? 200+ pages. \$40.00

**Earthforce Sourcebook** It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details

Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Narn, Centauri, and Minbari ships, and with color cut-out counters for all ships. The rules are simple to learn but tactics real hard to master.

\$30.00

## BLOOD DAWN

**POST HOLOCAUST** The world has been devastated by nuclear and biological weapons, and is plunging into another dark age. By Optimus Design Systems.

**BLOOD DAWN RPG** A lavishly illustrated 240 page RPG of high quality. Billions of people died in an instant, evaporated in a thousand flashes of brilliant light. Now, sixty years after the holocaust the last vestiges of mankind crawl around in the radioactive hell that is the United States and Europe. In this desolate, post-apocalyptic world of Magic, Mutations, and Machines, you must rebuild civilisation. The domed cities are filled with the rich and self righteous who hunt you for sport. Vile and malevolent creatures spawned in the radioactive nightmare hunt you for food. You are a superhuman - genetically and cybernetically altered, and sent forth on the mission to reclaim the Earth. But it's a deadly, deadly world out there, be careful and keep your team close together and weapons ready.

\$39.95

## BLUE PLANET

**BLUE PLANET RPG** Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosilicate "Long Jong." Meanwhile, in the depths of Poseidon's oceans, the natives of the world pursue their own mysterious goals. \$45.00

**Blue Planet: Archipelago** The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, etc. *Due Feb.* \$30.00

**Blue Planet: Cutting Edge** The high-tech frontier of Poseidon. Covers computers, cybernetics, genetic engineering, vehicles, weapons, and alien nanotechnology. *Due May.* \$30.00

## BUBBLEGUM CRISIS

**BUBBLEGUM CRISIS RPG** Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English. It's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that are increasingly rampaging through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo needs help. And like it or not, it will come from the Knight Sabers, a mysterious team of vigilantes stalking MegaTokyo, battling Genom's powerful combat Boomers, equipped with weapons years in advanced of others: hardisks and robotic motorcycles. With heaps of color and B&W artwork. \$39.95

**Bubblegum Crisis: Before & After** Details the events, characters and equipment from the two spin-off series from BGC: AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine; and Bubblegum Crash, set after BGC, where amidst a series of robots and androids, the ultimate evil is back - and only the Knight Sabers stand between MegaTokyo and the total destruction of Bubblegum Crash. Packed with new equipment, weapons, boomers, hardisks, power armor.

\$28.95

## CASTLE FALKENSTEIN

**FANTASY** A fantasy role playing game featuring dashing and gallant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By RTG.

**CASTLE FALKENSTEIN** From the creators of Cyberpunk. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie lord, little did he suspect that he would soon become the primary force in the struggle to control an alternate Victorian Universe. But before the deadly game could end, he would find have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own, a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need two packs of playing cards to play. \$48.00

\$45.00

**Comme Il Faut: A Host's Guide to CF** Life in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europa. Includes Modes, Manners, High Sorcery, Alternate Rules & Clarifications, costuming, etc.

\$28.95

**Steam Age** The Chromebook (or Brassbook) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Marian War Machines in Sussex! Airships, Prussian Steam Zeppelins, Landfortresses, Steam automotives, steam automotives, etc. etc. 104 pages.

\$21.50

**Sixguns & Sorcery** America, 1876. Tom Olam has finally returned to the land of his birth, and finds it run behind the scenes by the Freemasons; Voudon haunts the Orleans Free State, Sam Houston is president of Texas, and the Twenty Indian Confederations rule the great plains. From there, things get rather...weird.

\$31.95

**The Book of Sigils: Sorcerous Orders** Inner mysteries of the Illuminati and other sorcerous brotherhoods of New Europa. Learn the rituals, spells, secret lodges, etc.

\$23.95

**The Lost Notebook of Leonardo da Vinci** The secrets of Engine Magic revealed. The book which Tom Olam brought through the Faerie Veil to save New Europa with. Sorcery & technology meet in these pages.

\$23.95

**The Memoirs of Auberon Faerie** The life story of Auberon, King of the Faerie Seelie Court. An in-depth source material on all the different types of Faerie: the helpful Brownies, the playful Pixies, the sensuous Naiads, and frightening Bogeys and Haunts; the history of the 5 Earths the Faie have visited, and more.

\$28.95

# 6 - Roleplaying Games: Cthulhu - Conspiracy X

## Call of Cthulhu

**HORROR** Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

**Call of Cthulhu 5th Edition** A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. \$34.95

**1990s Handbook** A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment details includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. \$21.00

**Arkham Sanitarium** Contains a large number of useful forms for use in the RPG. Death certificates, insanity certificates, patient records, and even fingerprint forms, & a 25 page Sanitarium prescription pad. \$27.00

**A Resection of Time** A 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash turned fatal. When certain medical irregularities become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. \$19.00

**At Your Door** A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. \$32.00

**Blood Brothers** 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. \$32.00

**Blood Brothers II** 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. \$32.00

**Cairo Guidebook** The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. \$28.95

**Coming Full Circle** The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but thrives. The ghosts of the past and the horrors of the present feed the town. \$28.95

**The Complete Dreamlands** Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams. It includes a travelogue of the Dreamlands, a huge gazetteer, statistics for over thirty prominent NPCs, a bestiary of over sixty monsters, a map, two adventures: Lemon Sails and Pickman's Student, etc. Almost 100 pages of background information. \$34.95

**Cthulhu for President** Why vote for the lesser evil? It's 1996 and the horrors of the Presidential Campaign are once again upon the Americans. This President Kit includes a button, a postcard, a '96 yard sign, a full color 11x17" poster, a window sign, 8 page book of speeches, posters, & new vision booklet. Special - \$10.00

**Cthulhu Live** A live action horror game set in the universe of eldritch horror created by HP Lovecraft. It is a game in which players interact with each other as they explore arcane mysteries. Four to eight players are average, but you can have up to 15. These rules are more simple than the RPG, and there are no dice or tables needed. \$27.00

**Dark Designs** 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. \$31.95

**Delta Green** By Pagan Publishing, 298 pages. The largest Cthulhu sourcebook ever. Inside you'll find a secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the US government to fight the darkness, Majestic-12, etc. Plus new skills, new spells, new weapons, two scenarios, etc. \$47.00

**Encyclopedia Cthulhiana** Since Lovecraft's time, Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. \$17.95

**Escape From Innsmouth** Recreates Lovecraft's most haunted locale. Here are all of the terrible places, brooding characters, evil tomes, and monstrous inhabitants of Innsmouth. This is a revised second edition with an entirely new section. \$36.95

**Fatal Experiments** Three 1920s' adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg, Duck's Foot Pistol. \$31.95

**Horror's Heart** This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Lavoie family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. \$19.95

**In the Shadows** A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. \$18.95

**Keepers' Compendium** 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background including, forbidden books, secret cults, alien races, mysterious places. \$20.95

**King of Chicago** Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town! 128 pages. Marseilles in France is also visited. \$17.95

**Minions** Fifteen short scenarios and brief encounters designed for one or more intrepid investigators. What business has the mysterious prowler following an investigator home? What does Farmer Billman have buried squirming beneath the woodland floor? \$17.50

**Secrets** Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experience investigators. Haunts and traps. \$14.50

**Strange Eons** Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England among certain talented playwrights. Six pregenerated characters are provided in each scenario. \$24.00

**Taint of Madness** Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified as mad may portend. \$29.00

**The 1920s Investigator's Companion** Split into four sections. The Roaring Twenties which details life in that period; On Becoming an Investigator which offers 140 different occupations and uses of skills; The Tools of the Trade including various forms of transportation, investigators' equipment and guns; Words of Wisdom - advice to the investigator on how to survive. \$35.00

**The Compact Arkham Unveiled** A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. \$30.00

**The Compact Trail of Tsathoggua** When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend. \$14.50

**The Complete Masks of Nyarlathotep** At long last the Stars are almost right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably, but not quite yet. Pesky

human investigators have learned much, but can they survive long enough to make sense of what they know? This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who attempt to unravel the fate of the Cthulhu Expedition. Also includes four new episodes, added keeper support material and a new version of the Australian chapter. \$36.50

**The Dreaming Stone** Set primarily in Lovecraft's Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late? \$19.00

**The Golden Dawn** The most notorious occult society of Victorian England, the Hermetic Order of the Golden Dawn. Includes extensive source material including rules for crystal projection and Hermetic magic, and four scenarios offering a look at the dark side of Victoria's empire. \$32.00

**The London Guidebook** Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario. \$24.00

**The New Orleans Guidebook** New Orleans in the 1920's is a city of many faces. The gaiety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. \$27.00

**The Thing at the Threshold** A complete 1920s campaign in 3 chapters. In 1890 archaeologists discover some unusual Maori artefacts, a subsequent expedition triggers tragic future consequences. \$28.95

**The Realm of Shadows** A 1940s campaign by Pagan Publishing. Has source material on ghouls, the Cult of the Charnel god, and the notorious Cultes des Goules, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. 200 pages. \$35.00

**Utati Asyet** A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climactic meeting with the "Eye of Wicked Sight". set in the 1990s. \$32.95

**Ye Book of Monsters II** Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, elder gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. \$17.95

## CHTHULHU MYTHOS ANTHOLOGIES

**1. The Hastur Cycle** A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. \$17.50

**2. Mysteries of the Worm** 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. \$17.50

**3. Cthulhu's Heirs** New collection of tales, modern authors follow in the squiggy footsteps of Lovecraft & pals. \$17.50

**4. Shub-Niggurath Cycle**

A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. \$17.50

**5. The Book of Iod**

Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. \$17.50

**6. The Azathoth Cycle**

Sixteen horror tales concerning the ultimate chaos, a god that created the universe by mistake, or as a joke. \$17.50

**7. Made in Goatswood**

17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. \$17.50

**8. The Dunwich Cycle**

9 stories set where horror begins - in the Dunwiches of the world the old ways linger. They are places that shelter horrifying truths. \$17.50

**9. The Disciples of Cthulhu**

The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. \$17.50

**10. The Cthulhu Cycle**

The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. \$17.50

**11. The Necronomicon**

Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. \$17.50

**12. Xothic Legend Cycle**

The complete Mythos fiction of Lin Carter. \$17.50

**13. Nyarlathotep**

The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. \$17.50

**14. Singers of Strange Songs**

Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr Lumley. \$21.00

**15. Scroll of Thoth**

Twelve tales of the Cthulhu mythos by Richard L. Tierney, all focusing upon Simon Magus and the Great Old Ones. \$21.00

## Champions

**SUPER HEROES** The world of flying super heroes and super villains. By R.Talsorian Games & Hero Games.

**CHAMPIONS: The New Millennium** With 200 pages, 16 in color, this all new edition of Champions features the new Combined Hero/RTG system, FUZION, which first debuted in *Bubblegum Crisis*. A major cataclysm has shaken the very foundations of our universe, utterly destroying the mighty heroes who once protected humanity. The old Champions are all dead, but their enemies now prey on the world. Dr Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero you want to create; and you can design super powered weapons, martial arts and vehicles. With complete character write-ups for the new Champions and their enemies, history, organisations, Bay City, special effects, etc. \$40.00

**Champions: Alliances** You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. \$22.50

## Changeling

**HORROR** The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. By White Wolf.

**CHANGELING: THE DREAMING** 2nd Ed RPG Enter the realm of modern fantasy! Here faerie knights battle for control of ancient faelands under the very noses of the mortal world. This game is filled with fantastical beings of myth and legend, from the towering, honorable trolls (the 5') and elusive, sluegh to the mischievous pixies. The children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not

use cantrip cards! 294 color pages.

\$48.00

**Changeling Player's Guide** Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunnerie Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds.

\$36.00

**Changeling Storytellers Screen** 2nd Ed Screen containing all the most useful charts; an introductory story, crossover rules. \$24.00

**Dreams and Nightmares** Enter the world of myth and dreams. Many changelings venture into the Dreaming in search of their nearly forgotten paradise, Arcadia. Others come here in search of treasures and Dream stuff, others for adventure. \$25.00

**Freeholds & Hidden Glens** Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countrysides across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamour still exist today. Explores seven freeholds. \$23.95

**Immortal Eyes: The Toybox** San Francisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. \$23.95

**Immortal Eyes: Shadows on the Hill** Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches, Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. \$23.95

**Immortal Eyes: Court of All Kings** The Emerald Isle, Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Siyler's Gate, the last gate to Arcadia - rumored to be hidden along the island's rocky shores. \$23.95

**Isle of the Mighty** Journey to a land of ancient magics and hidden wonders - the Isle of Great Britain. This Changeling/Mage crossover explores the hidden realms and secret societies of both images and Kithain. \$35.00

**Kitbook: Nockers** Although nocker creatures are highly prized among the kingdoms of the Kithain, most changelings bear little love for these dour and foul-mouthed tinkers. So brusque is nocker personality that few take time to get to know them. \$19.00

**Kitbook: Satyrs** Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. April. \$24.00

**Kitbook: Sluagh** Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae, but beware, there are some secrets best not learned. \$19.00

**Kitbook: Trolls** Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon the protectors of the fae kind. But once the trolls ruled the kingdoms of the fae, and maybe they will again one day... for now the trolls continue their silent vigil - watching, waiting. \$18.95

**Kingdom of Willows** Explore the changing kingdom of Southwest Concordia. Uncovers the secret conspiracies of the noble courts and the commoners. Due June. \$29.00

**Nobles: The Shining Host** From time immemorial the noble side have ruled the fae. Learn their secrets of power: how and why they maintain their chokehold over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed. \$18.95

**Noblesse Oblige: The Book of Houses** An insiders guide to the five most powerful houses of the Seelie Court. Everything from histories and cultural outlooks of each of the houses, to secret alliances. Due Feb. \$18.95

**The Autumn People** The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dauntain are dark and twisted, & hunt and destroy the fae. \$18.95

**The Enchanted** Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. \$24.00

## CHANGELING NOVELS

**1. The Splendor Falls**

Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? \$9.50

**Immortal Eyes Trilogy**

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\$32.00

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# Roleplaying Games: Cosmic Enforcers - AD&D - 7

alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. You are up against alien and the men of the Black Box. 224 profusely illustrated pages. \$40.00

**Aegis Handbook** You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the newest equipment. Details how to conduct investigations & cover-ups. 160 pages. \$25.00

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**Nemesis: The Grey Sourcebook** Thousands have reported seeing flying saucers and little gray aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now. This 96 page sourcebook explains the history, technology, psychic powers, etc, of the Greys. \$24.00

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**Firestorm: Stormfront** The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War between OTEC & the Eurocorp CINO. Soon Arasaka and Militech are drawn into the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, an the new 3rd Ed coming out next year. \$34.95

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**Neo Tribes** In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. \$18.95

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**Rache Bartmoss' Guide to the Net** A 152 page complete guide of the net throughout the world. Includes AIs, Neiwatch, Arasaka Datafors, new software, lots of full color regional maps, new city grids, new datafors impossible to crack, new netrunning options, an entirely new run - the MicroNet, & lots of full color artwork. Reprint due March? \$23.95

**Rache Bartmoss' Brainware Blowout** Like Blackhand's Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. \$22.50

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See Deadlands in the Miniatures section for The Great Rail Wars and range of miniatures.

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# 8 - Roleplaying Games: AD&D Core - AD&D Tomes

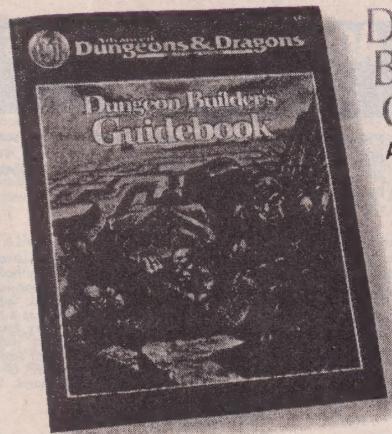
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**Treasure Tales** Sixteen adventure hooks for any campaign world are presented on full color handouts. Each adventure comes on two separate sheets, but only the DM's tells the full story. The second sheet includes a clue to lead on the player characters. \$20.95

**Wizard's Spell Compendium Vol 1** Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. \$39.95

**Wizard's Spell Compendium Vol 2** Continues the collection of every official wizard spell for the AD&D game from *The Player's Handbook*, *Tome of Magic*, *Complete Wizard's Handbook*. \$40.00

**Wizard's Spell Compendium Vol 3** The official reference book and definitive source for wizards spells in the AD&D game. *Due Feb 98.* \$40.00

**Wizard's Spell Compendium Vol 4** completes the monumental collection of every official wizard spell for the AD&D game. *Due Oct.* \$40.00

## MISCELLANEOUS ADVENTURES

**A Paladin in Hell** Takes high-level characters on a wild ride into the Lower Planes to fight evil. Brings back such fiends and foes as Emirik the Chaotic, Asmodeus & other Dukes of Hell. *Oct 98.* \$22.50  
**Player's Option Adventure: Gates of Firestorm Peak** The first adventure using the full range of optional rules presented in the *Player's Option Combat & Tactics*. Skills & Powers, Spells & Magic. For character levels 6 - 15. More info later. \$31.95  
**Moonlight Madness** The curse of lycanthropy has struck and a stalwart band of heroes must race the moon to find a cure before one of them does something they will regret. *Due Mar '98.* \$31.95  
**Reunion** An RPGA network adventure for *Al Qadim*. A villain's greed causes the destruction and dispersion of an entire tribe of desert nomads. You must rescue the survivors. *Due May.* \$15.95  
**The Lost Shrine of Bundushatur** Buried for more than a century, the ancient temple of Bundushatur has resurfaced. What lurks within its catacombs? *Due Jan 99.* \$15.95

## Monstrous Arcana

**A Darkness Gathering** First in a three part series that pits player characters against the dark agenda of the Illithids, in this case - the extinguishing of the sun. Can be played alone. *Due July.* \$16.00

**Masters of Eternal Night** Sequel to *A Darkness Gathering*. The player characters must challenge the Illithids in a faraway realm, a dimension dominated by them. *Due Sept.* \$16.00

**Dawn of the Overmind** Sequel to *Masters of Eternal Night*. Completes the series can you stop the mind flayers before a new age of terror descends upon the world. *Due Nov.* \$16.00

**I. Tyrant** First in a new series of heavily illustrated *Monstrous Arcana* reference books detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. Beholders are covered from every angle: their architecture, psychology, goals & motivations, weaknesses, etc. \$28.95

**Eye of Doom** The trail of horror leads deeper into the abyss of the beholder underworld, levels 6 - 10. \$12.95

**Eye to Eye** The adventure trilogy reaches its shattering climax when the heroes face the mightiest of the eye tyrants. Twice the length of the other two adventures, levels 8 - 12. \$20.95

**Evil Tide** An adventure that ties into *The Sea Devils* accessory. All along the coasts, villages have been devastated by the rampages of the horrible fishmen. A call for help is sent to the adventurers - but not all is as it seems. This is part one of a trilogy. \$14.50

**Night of the Shark** Sequel to *Evil Tide*, but can be played by itself. The fury of the evil fishmen is greater than anyone imagined, and their raids of terror threaten to destroy a kingdom. How can you stop them? \$16.00

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**Sea of Blood** Sequel to *Night of the Shark*. The trail of death and destruction caused by the fishmen leads beneath the waves and into the heart of their watery kingdom. Can be played by itself. \$14.50

**The Illithiad** Inside this lavishly illustrated, full-color tome you'll find detailed information on mind flayer society, psychology, anatomy, history & new psionic disciplines. *Due May.* \$32.00

**The Sea Devils** The sahuagin are known by many names: Devil Men of the Deep and the Sea Devils being the most common. This color illustrated 96 page book details the highly organised structure of their society, insight into their predatory mind, their dark deity, one of their villages is outlined in detail, etc. \$32.00

## Odyssey

**Tale of the Comet** Boxed set. Strange lights in the sky, prophecies of doom, and a threat unlike any other draw the heroes to Aston Point. In this small frontier town, the fate of the world will be decided. If the heroes and their strange new allies defeat the invaders, they must pass through a portal to another battlefield, a metal city on a far-distant world, where aliens fight desperately against dead machines intent on exterminating all organic life. A 32 page book, two 64 page books, maps, charts, posters. \$48.00

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**Jakandor: Island of War!** Two campaigns in one. This self-contained, alternate AD&D campaign world fits into any AD&D campaign. Players choose one side of the conflict, either the race of wild barbarians, or the clan of technomancer wizards. *Feb.* \$34.95

**Jakandor: Island of Destiny** Continues the saga of civilized wizards against savage barbarians. You play the role of a mage trying to defend against the barbarians hordes. *July.* \$34.95

**Jakandor: Island of Legend** Close the epic struggle between the wizards and the barbarians. Legendary battles and quests that will either unite the two groups or destroy them. *Nov.* \$34.95

**Return to the Tomb of Horrors** The most popular of all AD&D game adventures. The demi-lich was slain and the tomb cleansed of its terrors - or so we thought. Could it be that some other, more terrible evil has taken up residence in Acererak's tomb? Includes reduced version of original adventure. *Due August.* \$48.00



**The Rod of Seven Parts** The Rod of Seven Parts is one of the most powerful artefacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, and 6 detailed poster maps. \$47.95

**The Rod of Seven Parts Hardback Novel** When a thief stumbles upon a part of the Rod, a clash of powers erupts that threatens to destroy his own world and many others. By Douglas Niles. \$34.95

## PLANESCAPE NOVELS

**1. The Black Vessel** A powerful wizard and his warrior allies race against time and treachery to unlock the secrets of an ancient statue. What deadly key to the forgotten past and the mysterious Red Curse does it hold? \$9.50

## PLANESCAPE

**PLANESCAPE CAMPAIGN SETTING** A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. \$47.95

**A Guide to the Astral Plane** The first-ever detailed guide to the "Silver Void", this accessory supplies key information on the drifting corpses of forgotten gods, the evil race of githyanki, violent astral storms, strange psychic energies, etc. \$25.95

**A Guide to the Ethereal Plane** An exotic and fascinating place to explore, detailing the environment and multitude of creatures that live there. Due Sep. \$27.00

**Dead Gods** Something's killing gods and other high-ups in the planes, and no one knows who or why! Leads players throughout the planes and right into the middle of events that will shake the multiverse to its connected adventures. \$48.00

**Doors to the Unknown** Four short adventures takes heroes on a tour of the deadly and the bizarre that spans the Astral, Inner and Outer Planes. Levels 2-10. \$20.95

**Faces of Evil: The Fiends** The enigmatic fiends, malevolent monsters that wage the Blood War and terrorize mortals - come to life! Culture, politics, and lifestyles of some of the most dreaded and popular creatures are brought to light. Everything you want to know about fiends. \$30.00

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**Fires of Dis** A deluxe adventure where the characters travel to the terrifying plane of Baator, home of the evil baatezu. They travel through the 1st level of Baator & to the 2nd to the city of Dis. \$20.95

**Harbinger House** Deluxe adventure featuring full color art & a double panel GM screen. Centres around a mysterious house of barmies that is a nexus of power. \$19.95

**Hellbound: The Blood War** A colossal adventure plunging heroes into the Blood War, the millennia-old conflict between the fiends of the Lower Planes. Contains shocking revelations about the fiends and their origins and introduces the legendary commanders of the Blood War. Boxed set including 16 page comic, books, mapbook. \$39.95

**In the Abyss** Adventure which quests into the heart of the Blood War between the tanar'ri and baatezu, levels 7 - 10. \$15.95

**In the Cage: A Guide to Sigil** Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. \$23.95

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**Monstrous Compendium Planescape Appendix III** The creatures of the Inner Planes are vicious-beasts that thrive in raging fire, bottomless water, blinding radiance, airless vacuum. Dozens of new monsters. Due April '98. \$32.00

**On Hallowed Ground** Revealed - the inside word on the gods of the Outer Planes. Gives players new foes and powers to contend with. With new rules to expand & enhance the role of priest characters. \$39.95

**Planes of Chaos** A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. \$47.95

**Planes of Conflict** A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri. \$47.95

**Planes of Law** Home to the baatezu, one of the most powerful & terrifying of all monster races. More than 200 pages on 5 new levels in the Planes, Mt Celestia, Baator, Acheron, Mechanus & Arcadia. Boxed set that containing 5 double sided poster maps. \$47.95

**Players Primer to the Outlands** A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 pages, map, CD. \$23.95

**Something Wild** When a sinister sect escapes the Red Prism and invades the Beastlands, the result is something wild and unpredictable for character levels 4 - 7. Features two popular planes, & foreshadows events in the upcoming *Hellbound: The Blood War* adventure. \$20.95

**Tales from the Infinite Staircase** A crossover product with Forgotten Realms. An anthology of eight linked adventures which takes players to exotic locales throughout the planes. June. \$32.00

**The City of Doors** Dive into the dark realities of life in the city at the center of the multiverse. Provides a ward by ward look at specific locations. Due Nov. \$48.00

**The Deva Spark Adventure** - players find a deva being purposed to be a bethit. But devas are supposed to be good & lawful. And Bethitans only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. \$15.95

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**The Great Modron March** The cut little clockwork creatures known as modrons march through the grand Upper Planes, the chaotic sour of Limbo and the horrors of the Abyss, several years before they are due. What is going on? Can the player characters help them succeed in their march? Or will they all die. \$40.00

**The Inner Planes** Of all the planes in the multiverse, none are as hostile to mortal life as the Inner Planes. From Fire to Water, Ooze to Ice, Lightning to Ash, very dangerous! Due Jan '99. \$31.95

**The Planewalker's Handbook** Provides vital info about the planes and introduces new character roles and races. It also defines the new Planewalker character kit for every class and features new proficiencies, spells, and planar equipment. \$31.95

**The Well of Worlds** A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. \$23.95

## PLANESCAPE NOVELS

### Blood Wars Trilogy

**1. Blood Hostages** Two cousins become pawns in the most fiendish war in existence, the eternal Blood War. They enter twisted worlds where they discover they are part of a much larger plot to

turn the tide of the Blood War.

**2. Abyssal Warriors** Ranges across the planes of existence as Aereas and Nina struggle on opposite sides of the escalating conflict, he at Sigil, she at the head of an evil abyssal army. \$9.50

**3. Planar Powers** It is time for Tara, daughter of Aereas, and Aegis son of Nina, to make a stand. Of course, they may need some help from a skeletal god, a gnomish music maker, a fallen angel, and other powers. \$9.50

### Other Planescape Novels

**1. Pages of Pain** The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innumerable thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. \$9.50

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**BIRTHRIGHT: Campaign Setting New Edition** Rediscover the Birthright campaign, a land of legend, with this new edition. The fallen god Azrai, was sundered into pieces and his blood continues to empower his wicked followers. Prevent the spawn of evil from gathering their former lord's power and rekindling the bonfire of destruction! Updated and revised. Aug \$47.95



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**5: Cerulean Storm** Rajaat: The First Sorcerer - the only one who can return Athas to its former splendor - is imprisoned beyond space and time. When Tithian enlists the aide of his former slaves, Rikus, Neeva, & Sadira, to free the sorcerer, does he want to restore the world - or claim it? \$7.95

## Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

### DARK SUN CAMPAIGN MATERIAL

**DARK SUN Revised Campaign Setting** The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfing Skyfarers, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. \$47.95

**City by the Silt Sea** The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Giustenal - Drogoth, the undead dragon king, and he is quickly building an army. \$39.95

**Defilers and Preservers: Wizards of Athas** Provides new proficiencies, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tyrstorms raging across Athas. \$28.95

**Dragon Kings** A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Defilers become Avangians, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionists, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. \$31.95

**Psionic Artefacts of Athas** An incredible array of psionic powers, including remnants of Athas' Blue Age: living biographical items of immense power. \$31.95

**The Wanderer's Chronicle: Mind Lords of the Last Sea** Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure. \$32.00

### DARK SUN ADVENTURE MODULES

**DSE2 Black Spine** Levels 7 - 10. 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime material plane. Can you stop her endless hordes? \$39.95

**Windriders of the Jagged Cliffs** Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Tyr region from the thri-kreen empire. \$23.95

### DARK SUN NOVELS

#### Prism Pentad

**1: Verdant Passage** Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr to a desolate place of dust, blood, and fear. His thousand year reign is about to end. \$7.95

**2: Crimson Region** Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urik's sorcerer-king. With a ragtag militia of nobles, templars, and freed slaves, he must stand against Urik's might. \$7.95

**3: Amber Enchantress** Sadira, the beautiful sorceress loved by both Rikus and Agis, is torn between the dark power of sorcery and the need to use magic to protect the planet's fragile ecology. \$7.95

**4: Obsidian Oracle** Power-hungry Tithian emerges as the new rules of Tyr. When he pursues his dreams of becoming a sorcer-king, only the nobleman Agis stands between Tithian and his desire: possession of an old oracle that will lead to either the salvation of Athas - or its destruction. \$7.95

**5: Cerulean Storm** Rajaat: The First Sorcerer - the only one who can return Athas to its former splendor - is imprisoned beyond space and time. When Tithian enlists the aide of his former slaves, Rikus, Neeva, & Sadira, to free the sorcerer, does he want to restore the world - or claim it? \$7.95

#### Chronicles of Athas

**1. The Brazen Gambit** A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics. \$7.95

**2. The Darkness Before Dawn** The tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death. \$7.95

**3. The Broken Blade** The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villiche Ryana, Sorak embarks on a mission of aid for his new master, the Sage. \$7.95

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### FORGOTTEN REALMS BOXED SETS

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**City of Splendors** A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladin, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. \$39.95

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**Menzoberranzan** The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lloth. Contains three books: The City (details streets & districts, customs, daily life, etc.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics, etc.) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21" x 32" maps of the city, a plan of the House Baenre compound, etc!

**Night Below: The Underdark Campaign** The largest dungeon ever published. A full campaign setting for raising characters from 1st to 16th level, with hundreds of miles of underground caves, tunnels, and dungeons - even underground oceans. \$47.95

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# 10 - Roleplaying Games: AD&D Forgotten Realms

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**Cult of the Dragon** Long have its members skulked behind the scenes, serving their undead dragon masters and furthering their own twisted agendas. *Due Feb '98.* **\$32.00**

**Demihuman Deities** Final volume in the *Faiths & Avatars* series. These are the deities of all non-human player characters. Full details on churches, priests, spells, etc. *Due Dec.* **\$27.00**

**Elminster's Ecologies** A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page books. **\$39.95**

**Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls** Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. **\$15.95**

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**Faiths & Avatars** Info for DMs and human priest character players describing the spheres of the gods and their avatars (mortal avatars in the Realms and the organisation of their faiths. New character classes, deities, & mythology). **\$39.95**

**FR15 Gold & Glory** A compendium of the mercenary companies from the Forgotten Realms from the religious Flaming Fist to pirates non-human groups, etc. Colour plates & maps. **\$19.95**

**FOR3 Pirates of the Fallen Star** Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adv & glossary. **\$23.95**

**FORS Elves of Evermeet** 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. **\$23.95**

**FOR6 The Seven Sisters** Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Aulistril of Silverymoon, Sylune, Laeril, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. **\$23.95**

**FOR7 Giantcraft** Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. **\$23.95**

**Heroes' Lorebook** A 160 page compendium of the heroes whose exploits have filled dozens of novels over the past decade, from Elminster to Drizzt Do'Urden, with new biographies for heroes such as Brianna and Tavis Burden. **\$32.00**

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**Powers & Pantheons** 192 pages. Companion to *Faiths & Avatars*. Describes more of the religions and powers of the Realms. Each divine power is covered in depth and each entry has info about a deity's appearance, personality, worshipers, alignments, avatars, church, etc. Also five showpiece temples of the Realms detailed with illustrations and color maps. **\$40.00**

**The City of Ravens Bluff** In a city where the adventurers are the rule rather than the exception, things can get rather lively. Recovering from a recent war, this is a city in transition. *Oct.* **\$40.00**

**Vilhon Reach** Presenting a land of anarchy, where might makes right. Detail info on the relatively unexplored Vilhon Reach region of the Realms and its inhabitants. **\$25.95**

**Villains' Lorebook** For every hero in the land there is a powerful nemesis lurking in the shadows. Contains detailed histories, game stats, personality notes, on major villains to emerge from Forgotten Realms products. *Due August.* **\$40.00**

**Volo's Guide to All Things Magical** The legendary guide that got Volo banned by every powerful mage and made him infamous throughout the Realms. Discover what information every wizard in the Realms doesn't want you to know. **\$31.95**

**Volo's Guide to Cormyr** The Kingdom of King Azoun IV and his confidant Vangerdahad, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. **\$19.95**

**Volo's Guide to the Dalelands** Here in Shadowdale, home of Elminster the Sage, the Ruins of Myth Drannor, and the stomping ground of the evil Zhentari. **\$23.95**

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**Castle Spulzeer** An adventure set near the kingdom of Ann that provides the players with a chance to explore an ancient castle, solve a long standing mystery, and do battle with a powerful lich. **\$19.00**

**For Duty & Deity** The goddess Waukeen made a deal with a fiend, and the deal went sour. Now the goddess is a prisoner. You and your comrades must rescue her! *Due June.* **\$22.50**

**Four from Cormyr** Four adventures centred around the kingdom of Cormyr. The adventures themselves are unrelated, but elements exist within each that permit the DM to tie them together into a big story. One story leads them into the Vast Swamp. **\$32.00**

**Hellgate Keep** Leads characters into the depths of the famous ruined keep deep within the Savage Frontier. The keep is not completely abandoned as everyone long thought - and the wealth inside is not free for the taking. *Due March '98.* **\$14.50**

**Marcos Volo: Departure** All player levels. You follow the adventures of an imposter who claims to be the real Volo. You get an entertaining no-political route through the realm. **\$10.95**

**Marcos Volo: Journey** All player levels, the imposter Volo continues on his route through the Forgotten Realms. **\$10.95**

**Marcos Volo: Arrival** The imposter has upset someone, so now he's on the run - but who is chasing him? **\$10.95**

**Undermountain Trilogy II: Maddgoth's Castle** Features a flying Citadel, deep beneath the land, that holds treasures and terrors as wondrous & inexplicable as the castle itself. Levels 8-10. **\$12.95**

**Undermountain Trilogy III: Stardock** This stand alone adventure is the toughest level in the Undermountain to date. For character levels 9 to 12. **\$12.95**

## FORGOTTEN REALMS ARCAN AGE

**Cormanthyr: Empire of Elves** This *Arcane Age* boxed expansion reveals all the secrets of the ancient elf kingdom of Cormanthyr. Characters can journey back in time and visit this

wondrous nation, learning first hand of the artefacts and legends current-day Realms lone only hints at. *Due April '98.* **\$40.00**

**Forgotten Realms Arcane Age: Netheril: Empire of Magic** This is a bridge between the Forgotten Realms setting and its deep, dark past. Geographically located in the area currently known as the North, Netheril is one of several lost empires. This campaign setting features new rules for 12th level magic and time travel, new magical items, floating citadels and detailed poster maps. Boxed set. **\$47.95**

**How the Mighty are Fallen** The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. **\$20.95**

**The Fall of Myth Drannor** Characters can not only travel back

through time to learn the ancient elf city's secrets, but they may even play a pivotal role in the shaping of history - their own history. *Due July.* **\$22.50**

## FORGOTTEN REALMS NOVELS

### The Moonshae Trilogy

**1: Darkwalker on Moonshae** A relentless army of giant firbolgs, dread Bloodriders, and preternatural incarnations of the Beast, Kazgaroth, descend upon Moonshae. Standing to meet them is an uneasy alliance of halflings, dwarves, bards, druids, and the unicorn, Leviathan, and the Pack, lead by Tristan Kendrick. **\$7.95**

**2: Black Wizards** A council of dark sorcerers has usurped the will of the High King. An army of ogres and zombies guided by Bhaal, the super-deity of death and destruction, threatens the Folk while the puppet king does nothing. **\$7.95**

**3: Darkwell** Tristan Kendrick, newly crowned King, must forge a lasting alliance between the divergent peoples of the Isles. The druid Robyn must confront an evil that has infested the land itself. Will these two face the future as king and queen - or as enemies. **\$7.95**

### Finder's Stone Trilogy

**1: Azure Bonds** Alairi awakens to find a series of twisting, magical blue sigils inscribed on her arm, and she has no memory of where she got them. So she embarks on a journey to discover their meaning. **\$7.95**

**2: The Wyvern's Spur** The family heirloom of the Wyvernspur clan is missing. A mysterious murderer stalks the streets of Immersea. It is up to the youngest scion of the Wyvernspur family, Giogi, aided by the halfing bard Olive, to solve these mysteries. But when betrayal and enchantment threaten their progress, Giogi must invoke the spur's awesome power. **\$7.95**

**3: Song of the Saurials** The Harpers are at last reconsidering their decision to sentence the Nameless Bard to exile for the deaths of his apprentices, but when the monster Gryph arrives, the new trial dissolves in a string of disappearances and murder. **\$7.95**

### Icewind Dale Trilogy

**1: The Crystal Shard** Is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns? Wulfgar is left for dead, and rescued by Bruenor in exchange for five years service and friendship. Bruenor and Drizzt turn Wulgar into a powerful warrior, but can he defeat the forces of the Crystal Shard? **\$7.95**

**2: Streams of Silver** Bruenor the dwarf, Wulfgar the barbarian, Regis the halfing, and Drizzt the dark elf fight monsters and magic over their way to Mithril Hall, centuries old birthplace of Bruenor and his dwarven ancestors. **\$7.95**

**3: The Halfling's Gem** Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pool's vengeful hands. If Pool can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. **\$7.95**

### Icewind Dale Trilogy

**1: Shadowdale** The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to the lost Tablets. Their search begins in Shadowdale. **\$7.95**

**2: Tantras** Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Power needed for the gods to return to their planes, or for others to take their place. **\$7.95**

**3: Waterdeep** The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods, and his denizens await the heroes at every turn. **\$7.95**

**4: Prince of Lies** For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kelemvor Lyonsbane, once his friend and the goddess' lover. **\$7.95**

**5: Crucible: The Trial of Cyric the Mad** The evil Cyric, one of the youngest and most powerful gods, has gone mad. His destructive actions have forced the older gods to intervene and try to bring him back in line. *Due March '98.* **\$9.50**

### The Shadow of the Avatar Trilogy

**1: Shadows of Doom** Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued. **\$7.95**

**2: Cloak of Shadows** The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, & the heroes & Midnight try to stop them. **\$7.95**

**3: All Shadows Fled** The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster, Kheleb & Aulistril stop them? **\$7.95**

### The Dark Elf Trilogy

**1: Homeland** Journey to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinmen, young Drizzt must decide - can he continue to tolerate an unscrupulous society? **\$7.95**

**2: Exile** The tunnel-mazes of the Underdark challenge all who tread there. Exiled from Menzoberranzan, Drizzt battles for a new home. Meanwhile, he must watch for signs of pursuit - the drow are not a forgiving race. **\$7.95**

**3: Sojourn** Drizzt emerges in the harsh light of Toril's surface. The drow begins a sojourn through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily. **\$7.95**

**4: The Dark Elf Omnibus** The above three novels all in the one hardcover volume. *Due August.* **\$40.00**

### The Drizzt Dark Elf Quadrilogy

**1: The Legacy** Drizzt is happy and content. But Drizzt did not achieve this state of peace without leaving powerful enemies in his wake. Lloth, the dread Spider Queen deity of the evil dark elves, has vowed to end Drizzt's happiness. **\$9.50**

**2: Starless Night** softcover The Underdark. A place of brooding darkness, where no shadows exist, and where Drizzt does not wish to go. But the noble dark elf must return there, and then to Blingdenstone, and then onto Menzoberranzan. He finds allies where

he least expects them, and enemies he thought dead. **\$7.95**

**3: Siege of Darkness** In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarf king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. **\$9.50**

**4: Passage to Dawn** The gripping climax. A mysterious poem, a spell gone awry, and a doppelganger bring Drizzt Do'Urden and his companions back to Icwind Dale. **Softcover \$11.00**

**1. The Silent Blade** Wolfgar's world crumbles around him while the assassin Enteri gains power in Calimport. But Enteri isn't interested in power - all he wants is a showdown with the dark elf known as Drizzt. *Due November.* **Hardcover - \$38.00**

**2. The Daughter of the Drow** *R.A. Salvatore*

**3. Daughter of the Drow** Trilogy

**1. Daughter of the Drow** Liriel Baenre is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lloth, Liriel seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the impulsive drow sets off alone on a hazardous quest. **\$9.50**

**2. Tangled Webs** The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that brings terrible responsibility and unimaginable temptation. *Due June.* **\$9.50**

**3. Red Magic** A powerful and evil Red Wizard wants to control more of his share of Thay. While the mage builds a net of treachery, the Harpers put their own agents into action to foil his plans for conquest. **\$7.95**

**4. The Night Parade** Myrmeen Lhal, the seductive ruler of Arabel, enlists the aid of the Harpers to rescue her long lost daughter from the Night Parade, a shadowy group of creatures that feeds off human misery and fear. **\$7.95**

**5. The Ring of Winter** Harper Artus Cimber travels to the jungles of Chult to find the fabled Ring of Winter, but the Cult of Frost also seeks the ring, which contains the power to bring a second ice age to the Realms. **\$7.95**

**6. Crypt of the Shadow King** Iriabon of a Thousand Spires, richest of the Caravan Cities, has fallen under the dark sway of Menzoberranzan. The fiery Harper agent Mari Al'Marin and the cynical ex-Harper Caledan are all that stand in the way. **\$7.95**

**7. Soldiers of Ice** Journeying north Martine finds herself trapped in a snowbound valley of Samek, kept prison by gnomes and an ex-paladin Vilheim. There she finds love & war as the gnomes defend their valley against an advancing horde of gnolls. **\$7.95**

**8. Elfsong** Through Stardock, ancient ballads are being forgotten or changed. Danilo Thann joins forces with a deadly enemy to solve the mystery. **\$7.95**

**9. Crown of Fire** Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers. **\$7.95**

**10. Masquerades** Alias, heroine of Azure Bonds, agrees to help free Westgar from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them. **\$7.95**

**11. Curse of the Shadowmage** The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accursed legacy of the Shadowmages resurfaces. All of Faerun is threatened when an old rival of Kheleb of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage. **\$7.95**

**12. The Veiled Dragon** Features the return of Ruha the Bedine with from *The Parched Sea*. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent. **\$7.95**

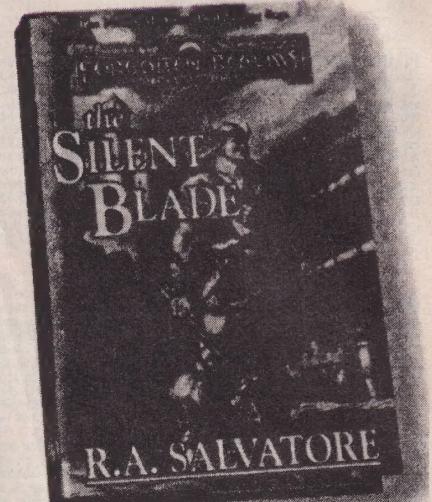
**13. Silver Shadows** Arilin Moonblade, the half-elf heroine of *Elfsong*, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle. **\$9.50**

**14. Stormlight** Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past. **\$9.50**

**15. Finder's Bane** A group of courageous priests, with the aid of Finder Wiyvenspurr, must attempt to infiltrate the extraplanar city of Sigil, recover a mysterious artefact, thwart a plot to bring back the evil god Bone Tyrant, and rescue the god Finder. **\$9.50**

**16. Tymora's Luck** Now, in the conclusion of this trilogy, the adventurers from vastly different worlds, join forces on the planes to rescue a god, and return their worlds to stability. **\$9.50**

**17. Thornhold** A dark power from the mists of the Harpers, and only Kheleb Arunsun can stop it. *Due September.* **\$9.50**



## The Druidhome Trilogy

1: **Prophet of Moonshae** Danger stalks the island of Moonshae, where the people have forsaken their goddess, the Earthmother. Only the faith and courage of the daughter of the High King brings hope to the island. \$7.95  
 2: **The Coral Kingdom** King Kendrick is held prisoner in the undercity of the sahuagin. His daughter must secure help from the elves of Evermeet to save him during a confrontation in the dark depths of the Sea of Moonshae. \$7.95  
 3: **The Druid Queen** Threatened by an evil he cannot see, Tristan Kendrick rules the Four Kingdoms while a sinister presence lurks within his own family. At stake is the fate of the Moonshae Islands and the unity of the Folk. \$7.95

## The Cleric Quintet

1: **Canticle** High in the placid Snowflake Mountains lies a little known conservatory for bards, priests, clerics, and others. But an evil, all consuming essence has been released, and the scholar-priest Cadderly must enter the catacombs far below to save his brothers & himself. \$7.95  
 2: **In Sylvan Shadows** Cadderly and his friends must save the inhabitants of the beautiful ever forest, Shilmista, where a new opponent leads an army of vile monsters. \$7.95  
 3: **Night Masks** When Cadderly runs to the city of Carradoon for solace, he finds himself besieged by the resident assassins, the Night Masks. He and his companion, Danica, must put a stop to the killers' activities, but he learns more than he wanted to. \$7.95  
 4: **Fallen Fortress** Scholar-priest Cadderly sets out for the hidden bastion of evil, Castle Trinity itself. He must fight his way past a monstrous guardian and traitorous wizard to infiltrate the fortress and confront his past. \$7.95  
 5: **The Chaos Curse** Cadderly's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse, a job that will prove extremely difficult. \$7.95

## Heroes of Phlan 3

1: **Pool of Radiance** A possessed dragon commands the undead armies of Valhingen Graveyard and the beasts from the ruins near Phlan. A spellcaster, a ranger thief, and a cleric join forces to deliver Phlan & Moonsea from the evil incarnate Tyrannithrus. \$7.95  
 2: **Pools of Darkness** The entire city of Phlan has vanished, ripped from the surface of Toril by dark creatures and magical forces. While the minions of the evil god Bane bicker over the spoils, the brave citizens of Phlan prepare a defense. \$7.95  
 3: **Pool of Twilight** The holy hammer of the Church of Tyr was captured by the evil god Bane 20 years ago. When Bane was destroyed, the relic vanished. The legacy of recovering the lost item was granted to a young paladin. \$7.95

## Twilight Giants Trilogy

1. **The Ogre's Pact** An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her father's jealousy guarded secret. \$7.95  
 2. **The Giant Among Us** As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of intrigue and deceit spreads. \$7.95  
 3. **The Titan of Twilight** The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the firbolg squire Tavis Burdun, the runemaster giant-kin Basil, & the orphan thief Avner, does Brianna have any hope. \$7.95

## The Nobles Series

1. **King Pinch** Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne. \$7.95  
 2. **War in Tethyr** Introduces the adventures of many unforgettable characters during a war in Tethyr. \$7.95  
 3. **Escape From Undermountain** In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before. \$9.50  
 4. **The Mage in the Iron Mask** The master traveller Volo unmasks a decades-old conspiracy that jeopardises the uneasy peace between Moonsea and Thay. \$9.50  
 5. **The Council of Blades** War cares little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions find themselves forced into a battle for survival in a deadly world. \$9.50  
 6. **The Simbul's Gift** The legendary Storm Queen of Agard, in an effort to gain further favour with Elminster (she wants to bear his child!) has a special horse raised for him as a gift. But Thayan spies and assassins complicate things. \$9.50

## Netheril Trilogy

1. **Sword Play** Discover the Arcane Age of Netheril, the most powerful magical empire in the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages. \$9.50  
 2. **Dangerous Games** Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire. \$9.50  
 3. **Mortal Consequences** Follows the barbarian Sunbright as he battles a long-forgotten foe and finds his lost love in a most unlikely place. Due Feb '98. \$9.50

## Lost Empires Trilogy

1. **The Lost Library of Cormanthyr** The Library of Cormanthyr - is it just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but an undying avenger is intent on stopping him. Due April '98. \$9.50  
 2. **Faces of Deception** Arreus has come a long way to drink from the Fountain of Infinite Grace. Will the greed and prejudice of others stand in his way and destroy the Fountain? Due Dec. \$9.50

## Adventures Trilogy

1. **The Shadow Stone** A young mage comes of age and learns the price of power. His powers are great, but will he be tempted by the dark powers of the Shadow Stone? Due October. \$9.50

## Miscellaneous Books

1: **Spellfire** Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. \$7.95  
 2: **Realms of Valor** An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others. \$7.95  
 3: **Realms of Infamy** An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhentil Keep, Elath Crullnobar, and Zulkir Szass Tam. \$7.95  
 4: **Once Around the Realms** Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardises the safety of all Faerun and beyond. \$7.95

5. **Elminster, The Making of a Mage** Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey. \$9.50

6. **Elminster in Myth** Drannor Hardcover, Sequel to *Elminster, Making of a Mage*. The young Elminster journeys to the legendary elven capital of Cormanthyr to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds. Hardcover. \$32.00 Due Jan '99 Softcover - \$9.50

7. **The Temptation of Elminster** Hardcover. Myth Drannor has fallen, and glorious Cormanthyr lies in ruins. Elminster emerges from the rubble to serve new, human masters. Will the price of wizardly power be the mage's soul? Due Jan '99. \$35.00

8. **Realms of Magic Anthology** Never before published tales of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. \$7.95

9. **Murder in Cormyr** When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. Aug \$9.50

10. **Realms of the Underdark** Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. \$9.50

11. **Cormyr: A Novel** Hardcover On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Ed Greenwood and Jeff Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. Due May. \$11.00

12. **Realms of the Arcane** From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. Authors include Ed Greenwood, Jeff Grubb, etc. \$9.50

13. **Evermeet: A Novel** Hardcover The details behind Malor the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. Due May. \$35.00

14. **Realms of Mystery** Favorite Forgotten Realms authors spin tales of murder, suspense, and intrigue in these stories. July. \$9.50



## GREYHAWK

**GREYHAWK The Adventure Begins** At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the unfathomable Nyr Dyv, and the deadly Bright Desert. Due August. \$35.00  
**Players Guide to Greyhawk** An indispensable guide to the heroes, horrors, and legends of greyhawk. Features new legends and deadly dungeons for your heroes to explore. Included are special classes, national backgrounds, and new kits unique to the world of Greyhawk. Due July. \$16.00  
**Return of the Eight** The city of Greyhawk declares its independence, but to withstand future threats, the sorcerous Circle of Eight must be made whole again. Due June. \$22.50

## The Lost Tombs Adventure Modules

**The Star Cairns** Begins a new epic, the *Lost Tombs*. Omens have predicted doom for Greyhawk, and the heroes must explore the treasure laden but cursed tombs of ancient kings and wizards for the key to turning it aside. Due Oct. \$16.00  
**Crypt of Lyzandred** Part Two of the *Lost Tombs*. The heroes find a map to the fabled tomb of Lyzandred the Mad. His final resting place is filled with deadly traps, cryptic clues, and a vast garrison of mindless guardians. Due Nov. \$16.00  
**The Doomgrinder** Part Three of the *Lost Tombs*. Features a monstrous windmill called the Doomgrinder. According to legend, this windmill grinds out the worlds doom. Due Dec. \$16.00

## Classic Greyhawk

**Greyhawk Adventures** The hardback Greyhawk Adventures book, 128 pages which covers deities and clerics, new monsters, non player characters, spells and magic items, geography and adventures. TSR are re-releasing a new edition of Greyhawk next year, so this collector's item becomes even more valuable. \$16.00

**Greyhawk Monstrous Compendium** The previous edition of the Greyhawk Monstrous Compendium, choc-full of beasties found in the Greyhawk world. Again, with the new Greyhawk coming out next year, this is a collectors edition. \$9.00

## DRAGONLANCE

### DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

**Tales of the Lance** A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, character classes, deities, monsters, artefacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). \$28.95

**Leaves from the Inn of the Last Home** For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps,

recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! \$20.95

**Seeds of Chaos** The Chaos War Adventures, Vol 1. Experience the Dark Knight invasion during the Summer of Chaos. Dark Knights or Solamnic Knights, invaders or freedom fighters, your characters can fight the final battles of the Fourth Age of Krynn. Due Nov. \$22.50

**The Art of Dragonlance Saga** At last - it's back! The visual creation of the Dragonlance World is depicted on top quality paper with art print after art print, with descriptions. Due Oct. \$32.00

**The History of Dragonlance** Contents include interviews with authors Margaret Weis and Tracy Hickman and Artis Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. \$29.95

## DRAGONLANCE: THE FIFTH AGE

### DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME

**Magic** Has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and more. \$39.95

**A Saga Companion** Answers rules questions and offers new ideas for game creation, alternate suggestions for magic use, and tips for introducing plot twists. Due June. \$24.00

**Bestiary** A master guide to beasts cruel and kind. This is an in-depth look at the flora and fauna, peoples and monsters of myth. Due Dragonlance 5th Age. Due Oct. \$40.00

**Citadel of Light** This adventure and supplement explores the centre of the new faith, the Citadel of Light and the mystic power of the Heart, and brings mystics to age. Due Aug. \$35.00

**Heroes of Defiance** Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. \$32.00

**Heroes of Hope** Part of the *Dragons of a New Age* adventure. Hope fuels the legacy of the departed gods - the gift to perform mystic miracles through the faith and compassion of one's spirit. This adventure takes heroes on a quest to find the ancestral crown of the sea elves, and reach a fateful showdown in the land of Maly. Feb '98 \$32.00

**Heroes of Sorcery** Only a new magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age. \$32.00

**Heroes of Steel** First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1st part of an epic adventure that sets in motion the Dragons of the New Age saga. \$28.95

**Palanthas** A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. Due Jan '99. \$19.00

**Saga Fate Deck** This box contains the all-important Fate Deck, the heart of the Saga rules, plus a booklet that teaches you the basics of this roleplaying game. Also a reference sheet, rules for two new races, an introductory adventure, and rules for using the Fate Deck to play the Dragon Wars tabletop card game. \$18.00

**Seeds of Chaos** This scenario contains Saga conversion rules, ties into the novel *Tears of the Night Sky*. Due Nov. \$22.50

**The Last Tower** The legacy of Raistlin. Explore the mysteries of the Tower of Wayreth. With a history of the towers, a travelogue of the traps and treasures around Wayreth, a catalog of magical items, and a book containing scenarios. \$31.95

**Wings of Fury** A war of wyrm wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, attitudes, agendas, powers, etc. April '98 \$35.00

## DRAGONLANCE THE FIFTH AGE NOVELS

**1. The Dawning of a New Age** The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. \$9.50

**2. The Day of the Tempest** It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage. \$9.50

**3. The Eve of the Maelstrom** New heroes come into focus as well as new and even more deadly enemies, dragons and humans alike. Due March '98. \$9.50

**4. Relics & Omens** In these short stories set after the Chaos War and in the dawn of the Fifth Age, the gods have vanished, taking the magic with them. Due May. \$9.50

**5. Spirit of the Wind** Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malystryx. Due Aug. \$9.50

**6. Legacy of Steel** Inspired by the terrors of the Dragon Purge, the outcast knight Sara resolves to lead to a new order of knights based on selflessness and mutual aid. Due Dec. \$9.50

## DRAGONLANCE NOVELS

### Dragonlance Chronicles

**1: Dragons of Autumn Twilight** Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the legendary knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. \$7.95

**2: Dragons of Winter Night** The adventure continues... treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. \$7.95

**3: Dragons of Spring Dawning** Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. \$7.95

**4: Dragons of Summer Flame** Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. \$10.95

### Dragonlance Legends

**1: Time of the Twins** The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. \$7.95

**2: War of the Twins** Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him. \$7.95

**3: Test of the Twins** Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. \$7.95

# 12 - Roleplaying Games: AD&D Dragonlance - Ravenloft

## Dragonlance Tales

**1: The Magic of Krynn** A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods. Another story asks is Raistlin truly dead? There are tales of sea monsters, dark elves, etc. \$7.95

**2: Kenders, Gully Dwarves & Gnomes** A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. \$7.95

**3: Love and War** A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past that have bearing on the future of Krynn. \$7.95

## Dragonlance

**1: The Reign of Istar** A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. \$7.95

**2: The Cataclysm** The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. \$7.95

**3: The War of the Lance** Krynn is caught in the grips of a terrible war between the minions of Takhis, Queen of Darkness, and the followers of Paladine and the gods of good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. \$7.95

## DL Saga Heroes

**1: The Legend of Huma** A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with unparalleled treachery among the Solamnic knights; his love for the Silver Dragon, and his final showdown with Takhis. But who will win? \$7.95

**2: Stormblade** The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. \$7.95

**3: Weasel's Luck** Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. \$7.95

## DL Saga Heroes II

**1: Kaz the Minotaur** Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. \$7.95

**2: The Gates of Thordbardin** Beneath Skulcap is a path to the gates of Thordbardin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thordbardin, but he will also open the realm to new horrors. \$7.95

**3: Galen Benighted** Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. \$7.95

## DL Saga Preludes

**1: Darkness & Light** Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. \$7.95

**2: Kendermore** A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! \$7.95

**3: Brothers Majere** Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. \$7.95

## DL Saga Preludes II

**1: Riverwind the Plainsman** To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and aights in a world of slavery and rebellion. \$7.95

**2: Flint the King** Flint returns to his boyhood village and finds it a pootown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king... \$7.95

**3: Tanis - the Shadow Years** Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying images memory, journeying into the past to fight a battle against time itself. \$7.95

## DL Saga Villains

**1: Before the Mask** Young Verminaard grows up unloved and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. \$7.95

**2: The Black Wing** The rise and fall of an evil dragon. The black dragon Khasanth is awoken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. \$7.95

**3: Emperor of Ansalon** Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one man...Arikas, the Emperor of Ansalon. \$7.95

**4. Hederick the Theocrat** Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an inquisition to kill all who follow magic. \$7.95

**5: Lord Todee** Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Todee survives every evil trial and tribulation. \$7.95

**6. The Dark Queen** Takhis, the Queen of Darkness, spends her time plotting her escape from the Abyss. \$7.95

## Elven Nations Trilogy

**1: Firstborn** Sithel, the leader of Silvanesti elves, struggles to maintain a united elven nation, while his twin sons' ambitions threaten to tear it apart. Kith-Kanan leads the Wildrunners, who create tensions by trading with the humans; Sithas allies himself with the elven court. The father mysteriously dies, Kith-Kanan is blamed, Sithas is excommunicated. \$7.95

**2: The Kinlayer Wars** Kith-Kanan commits the ultimate heresy for an elven prince by falling in love with a human. His twin brother Sithas declares war on the humans, and Kith-Kanan finds himself caught in between. \$7.95

**3: The Quallinesti** The founding of the Quallinost and the creation of the magnificent society of the renegade elves, the Quallinesti. Kith-Kanan becomes the first Speaker of the Sun, but he is haunted by the unfaithfulness of his wife, and the mysterious behaviour of his son and successor. \$7.95

## Dwarven Nations Trilogy

**1: Covenant of the Forge** As the drums of Balladine thunder forth, calling humans to trade with the dwarves of Thorin, Grayven, a human struck by the magic of Graystone, infiltrates the dwarven stronghold, determined to annihilate the dwarves and steal their treasure. \$7.95

**2: Hammer & Axe** Dwarven clans unite against the threat of encroaching humans and create the fortress of Thordbardin. But old rivalries are not easily forgotten, and the resulting political intrigue brings about catastrophic change. \$7.95

**3: The Swordsheathe Scroll** Despite the stubborn courage of the dwarves, the Wilderness War ends as a no-win. The Swordsheathe Scroll is signed, and the dwarves join the elves of Qualinesti to build a symbol of peace among races: Pax Tharkas. \$7.95

## Meetings Sextet

**1: Kindred Spirits** The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis. When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. \$7.95

**2: Wanderlust** When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phantoms to save both Tas & the Black Robes from a fate far worse than death. \$7.95

**3: Dark Heart** The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. \$7.95

**4: The Oath and the Measure** Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. \$7.95

**5: Steel and Stone** Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. \$7.95

**6: The Companions** Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. \$7.95

## Defenders of Magic Trilogy

**1. Night of the Eye** The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. \$7.95

**2. The Medusa Plague** The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel... \$7.95

**3. The Seventh Sentinel** The survival of magic is once again in question in Krynn. Will Guerrand and Bram D'ithon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. \$7.95

## Miscellaneous

**1. Dragons of Krynn** An anthology of dragon tails - oops - tales. \$7.95

**2. The Dragons at War** Companion to *Dragons of Krynn*, features a new collection of stories. \$7.95

**3. The Dragons of Chaos** New short story anthology features brood heroes, dark villains, differing races, and all varieties of dragon. \$7.95

**4. The Second Generation** Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. \$7.95

**5. Murder in Tarsis** Hardcover The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhis and Paladine. \$29.95

**6. Tales of Uncle Trapspringer** The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! \$7.95

**7. The Soulflare** Hardcover. The Chaos War is over, and once again Raistlin bids his companions farewell. Then he pauses to reflect on his life. Due Feb '98. \$38.00

## DL Saga Lost Histories

**1. The Kagonesti** The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. \$7.95

**2. The Irda** Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. \$7.95

**3. The Dargonesti** Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. \$7.95

**4. Land of the Minotaurs** Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. \$7.95

**5. The Gully Dwarves** The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. \$7.95

**6. The Dragons** From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. \$7.95

## DragonLance Warriors

**1. Knights of the Crown** The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. \$7.95

**2. Maquesta Kar-Thon** Maquesta Kar-Thon races against time, high sea pirates, and her own trepidation's to win her father's freedom. \$7.95

**3. Knights of the Sword** The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. \$7.95

**4. Theros Ironfeld** The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. \$7.95

**5. Knights of the Rose** The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. \$7.95

**6. Lord Soth** The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. Can he redeem himself? \$9.50

**7. The Wayward Knights** Sir Pirvan is about to be put to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights. \$9.50

## Lost Legends I

**1. Vinas Solamnia** Chronicles the life story of the founder of the Knights of Solamnia. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnia...but he wasn't always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. \$9.50

**2. Fistandilus Reborn** Details a fiendish plot to revive the evil Fistandilus, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilo the Kender prevent this? \$9.50

## The Chaos War

**1. The Doom Brigade** During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties. Due April \$11.00

**2. The Last Thane** While the Hytar battalions are off fighting in the Chaos War, the lowliest clans plots insurrection, aided by demon creatures dispatched by Chaos. Due July. \$9.50

**3. Tears of the Night Sky** A quest for the god Paladine becomes a test of faith for Crysania, blind cleric of Paladine. She is aided by a magical tiger companion. Due Nov. \$9.50

## RAVENLOFT

### RAVENLOFT CAMPAIGN MATERIAL

#### RAVENLOFT 2<sup>nd</sup> Ed CAMPAIGN SETTING: DOMAINS OF DREAD

Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign boxed set. This hardcover volume completely revised and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. \$48.00

**A Guide to Transylvania** The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in horrifyingly realistic detail is the setting for infinite adventures in the hunting ground of vampires, goblins and werewolves. \$20.95

**Champions of the Mists** A collection of popular heroic figures from Ravenloft novels, with full histories and gaming stats, and a section on player character kits. Due July. \$22.50

**Children of the Night: Werbeasts** An anthology of short adventures. Thirteen lycanthropes are featured with histories, strategies, and adventures for them. Due Dec. \$27.00

**Children of the Night: Ghosts** Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. \$29.00

**Children of the Night: Vampires** Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. \$25.95

**Forged of Darkness** Discover many unique magical artefacts of the Darklords - including Azalin the lichlord's personal cache of horrors. The dark history behind each mystical artefact in this collection and the curse associated with it is revealed. \$20.95

**MC10 Ravenloft Monsters** Describes a host of foul creatures from the fantasy-horror genre. \$17.95

**Masque of the Red Death & Other Tales** A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. \$39.95

**The Gothic Earth Gazetteer** A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. \$15.95

**Monstrous Compendium Ravenloft App #3** 128 pages of more bestiary to spring on unsuspecting PCs. \$28.95

**RR1 Darklords** This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. \$17.95

**RR4 Islands of Terror** 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady fallen from grace. \$17.95

**RR8 Van Richten's Guide to the Created** Introduces goblins, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. \$20.95

**The Nightmare Lands** A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. \$31.95

**The Shadow Rift** In the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenloft's core. It's up to the heroes to prevent an evil sorcerer-friend from finding his way through the ShadowRift. Due May. \$37.00

**Van Richten's Guide to the Ancient Dead** The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. \$20.95

**Van Richten's Guide to Fiends** This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. \$19.95

**Van Richten's Guide to the Vistani** Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. \$19.95

## RAVENLOFT ADVENTURE MODULES

**RE1 Adams Wrath** A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. \$15.95

**RM3 Web of Illusions** Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. \$17.95

**RM5 Dark of the Moon** A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thanks TSR! \$17.95

**RQ2 Thoughts of Darkness** Bluestpur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an allithid High Master is hatching vampire mind flayers in an attempt to achieve immortality. \$15.95

**A Light in the Belfry** An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. \$23.95

**Circle of Darkness** A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Dark Lord. \$15.95

**Death Undeathed** In the land of Dementieu, mysterious deaths of famous champions as well as mimions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. \$20.95

# Roleplaying Games: AD&D Ravenloft - Feng Shui - 13

**Death Ascendant** Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. \$20.95

**Neither Man Nor Beast** The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. \$15.95

**Servants of Darkness** Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure, *Due March '98*.

**The Awakening** For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. \$15.95

**The Evil Eye** The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. \$15.95

**The Forgotten Terror** Adventure. A crossover to the *Forgotten Realms* campaign concludes the story arc begun in the *Castle Spulzere* adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. \$19.00

**The Shadow Rift** Adventure. Dark elves from legends have escaped from the confines of the Shadow Rift. The heroes must find the clues that lead into the mysterious mist-filled canyon to set things right again. *Sept.* \$40.00

**Venca Reborn** One of AD&D's most notorious villains is now one of Ravenloft's newest darklords, although trapped in the Demiplane of Dread. Now he's trying to bridge the gap between the land of the Mists and his home world. *Due September.* \$22.50

**When the Black Roses Bloom** Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. \$15.95

## RAVENLOFT NOVELS

### The Ravenloft Series

**1. Vampire of the Mists** Jander Sunstar, an elven vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. \$7.95

**2. Knight of the Black Rose** The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. \$7.95

**3. Dance of the Dead** Larissa is a dancer on a riverboat that journeys to the zombie-plagued island of Souragne. The music is chilling, the captain is sinister, and Larissa must master the Dance of the Dead to save herself. \$7.95

**4. Heart of Midnight** Even before he had drawn his first breath, Casimir had inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. \$7.95

**5. Tapestry of Dark Souls** The monks' hold over the Gathering Cloth containing some of the vilest evils in Ravenloft, is slipping. They only hope to a strange youth, who will become either the monk's champion...or their doom. \$7.95

**6. Carnival of Fear** \$7.95

**7. The Enemy Within** \$7.95

**8. Mordenheim** \$7.95

**9. Tales of Ravenloft Anthology** \$7.95

**10. Baroness of Blood** A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. \$7.95

**11. Death of a Darklord** A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakkas. But who is their real target? \$7.95

**12. Scholar of Decay** Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. \$7.95

**13. King of the Dead** The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. \$7.95

**14. To Sleep with Evil** Focusing on the mystical Vistani fortunetellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. \$7.95

**15. Lord of the Necropolis** By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. His plan succeeds, but only partially, resulting in startling, permanent changes in the land of Darkon. \$9.50

**16. Shadowborn** The name Shadowborn brings horror into the hearts of the undead, for it belongs to the family who has pledged to reclaim the Demiplane of Dread for the forces of light. Shadowborn, armed with his own weapons of enchantment, sets out to destroy the undead. *Due April '98* \$9.50

**17. Tower of Doom** A lonely, disfigured hunchback is persecuted and called a monster, so he decides to get revenge by being what they accuse him of being. \$8.00

### Miscellaneous

**1. Strahd** Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyan. But so does Strahd, who sees in her all grace and beauty. The war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. \$9.50

**2. Strahd: The War Against Azalin** Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead versus undead, who can survive? *Due July*. \$9.50

## Earthdawn

**FANTASY** Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. By FASA.

**EARTHDAWN RPG** A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the crew-chips of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordsmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. *Softcover* \$31.95

**Arcane Mysteries of Barsaive** Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starter wands to magical treasures once wielded by heroes. \$24.00

**Barsaive Campaign Set Boxed** set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. \$39.95

**Blades** This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens

all life. \$23.95

**Creatures of Barsaive** The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolin, who can dismember a troll with one swipe of its claws, etc. 50 creatures. \$28.95

**Crystal Raiders of Barsaive** The troll crystal raiders are the only force in Barsaive that can battle the mighty airships of the sinister Theran Empire. Describes these fierce raiding tribes, their airships, crystal weapons, etc. *Due March* \$32.00

**Denizens of Earthdawn Vol 1** Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. \$28.95

**Denizens of Earthdawn Vol 2** In-depth description of dwarves, obidimins, orks, and trolls & how they fit into society. \$28.95

**Earthdawn Companion** Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightkeepers, rules for flying combat, etc. \$28.95

**Earthdawn GN Pack GN Screen** Sheets of treasure cards, a full length adventure & campaign guidelines. \$19.95

**Earthdawn Survival Guide** Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive. Includes first-person accounts of Barsaive's myriad of dangers, from the hazards of the underground and wilderness to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea, the Mist Swamps, and the Wastes; and rules for travel and first aid and healing. \$28.95

**Horrors** The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind. \$28.95

**Infected** An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? \$15.95

**Legends of Earthdawn Vol 1** Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. \$15.95

**Legends of Earthdawn Vol 2: The Book of Exploration** Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. \$15.95

**Magic: A Manual of Mystic Secrets** Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits, and exploring astral space. \$15.95

**Parlaint: The Forgotten City** Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. \$39.95

**Parlaint: Adventures** Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; and an ancient Theran treasure; & undead. \$15.95

**Prelude to War** The arrival of a city-sized stone airship marks the long-dreaded return of the Theran Empire to Barsaive, the first step in the Theran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity - a bad sign for the other races. \$24.00

**Secret Societies of Barsaive** Describes several significant and powerful clandestine groups, the people behind them and their ultimate goals. Includes adventure items. *Due Dec.* \$29.00

**Shattered Pattern** An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. \$15.95

**Sky Point and Vivane** The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Theran Military power in Barsaive. It commands a vast fleet of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. \$39.95

**Sky Point Adventures** From a search for stolen coins belonging to a Theran Noble houses; to a wild document falling into a master criminal's hands; to a sinister plot to magically control the lands and wills of captured slaves. Three adventures. \$15.95

**Theran Empire** Great Theria stands at the heart of a far-flung empire full of strange customs, awe-inspiring beauty and great intrigue. Travellers through these provinces must wary of Theria's influence, but even the most dangerous lie in the unfamiliar creatures and peoples native to these lands. \$34.95

**Terror in the Skies** The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. \$15.95

**The Blood Wood** Once the Elves of the Blood Wood embodied beauty and grace. Now they are terrible to behold, having corrupted themselves with powerful magic in order to escape the Horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted wood. \$29.00

**The Mists of Betrayal** When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. \$12.95

**The Serpent River** Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. \$28.95

**Throal: The Dwarf Kingdom** The mighty dwarf kingdom from the bustling, noisy Grand Bazaar to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities full of people from all walks of life: dwarf merchants, ork tavern owners, t'skrang swordsmasters, Windling thieves, etc. With adventure hooks and heaps of background information. \$31.95

**Throal Adventures** Adventures set around the Kingdom of Throal, from intrigue to clashes with authorities, criminals and Horrors, as adepts investigate strange rumblings beneath the Inner City of Hustane. \$18.95

## EARTHDAWN NOVELS

**6. Shroud of Madness** Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline. \$39.95

**7. Lost Kaer** Kaer Moar's depressed inhabitants believe the Scourge still rages outside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight. \$7.95

**Elric**

**DARK FANTASY** The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaosium.

**Elric! RPG** A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. \$31.95

**Atlas of the Young Kingdoms Vol 1** Discusses the Sighing Desert, the Weeping Waste, heavenly Tanclorn, horrible Nadsokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmiora. We learn histories, products, attitudes, customs, etc. \$28.95

**Elric Screen** 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardos, a complete scenario. \$23.95

**Sailing on the Seas of Fate** All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas. \$18.95

**The Bronze Grimoire** The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. \$18.95

**The Fate of Fools** Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennui? \$17.50

**The Unknown East** Twelve thousand years ago a strange people settled an island, changed the world and changed themselves. Meinibone and her chaos patrons warred against the Menastrai, supporters of the balance. The Menastrai fled to unknown eastern lands, where they build great kingdoms. But now Meinibone has found them again. \$28.95

**Epiphany: Legends of Hyperborea**

**Fantasy** A simple and playable game that brings the mystery of Atlantis to life. By BTRC.

**Epiphany: Legends of Hyperborea RPG** A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. \$10.00

**Fading Suns**

**SCI-FI** Set in mankind's far future, where a new dark ages has fallen. By Holistic Designs.

**FADING SUNS RPG** It is the dawn of the sixth millennium after Christ and the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages rich in background and information, as well as a star map. \$40.00

**Byzantium Secundus** Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intriguing-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knight fan out across the Known Worlds on quests for glory. They do not realize that the great perils lie in their own backyard. This world's darkest pits hide unimaginable evil. \$29.00

**Fading Suns GM Screen & Weapons Compendium** A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the more exotic Symbiots. \$19.00

**Fading Suns Players Companion** 208 pages including new Blessings and Curses, Benefits and Afflictions, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changed. \$40.00

**Forbidden Lore: Technology** Technology is the Known World's not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests, stamped out by ignorance and fear. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, artillery, vehicles, church law, economics, think machines, cybernetics, etc. \$24.00

**Lords of the Known Worlds** Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the perks and privileges associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 Minor houses, & alien nobility. Of-Orion council members, & Voron lords. \$29.00

**Priests of the Celestial Sun** The nobles may rule the secular lives of the Known Worlds, but the Church guards their souls, in doing so, dictated their nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. \$30.00

**The Dark Between the Stars** The Anunnaki left behind many strange devices and their ancient secrets lie buried on many worlds - secrets which can bring salvation or destruction. But they are their works are not the only mysteries, for strange entities lurk in the void, tempting humans and aliens to do evil. \$29.00

**Weird Places** Roam the strange fields of Pentateuch. Discover a secret Lost World hiding a powerful artefact sought by all. Uncover a hidden barbarian fortress on Kurga. Ship out to Banrockburn to halt a deadly Symbiote excursion. Search the haunted chapel of Manitou for lost lore. Or dock at Barter, a travelling marketplace in space. With stunning B&W artwork. \$19.00

## Feng Shui

**SCI-FI/FANTASY** Time travelling martial artists battle an endless horde of evil men and creatures bent on changing time to suit their own ends. A bit like the movie *Timecop*. By Daedalus Entertainment.

**FENG SHUI SHADOWFIST RPG** The true power of feng shui is known only to a few - too bad they all want you dead. Bad guys are coming out of the woodwork to wage the secret war.

# 14 - Roleplaying Games: GURPS - In Nomine

Powerful eunuch sorcerers from ancient China to modern-day conspiracy masterminds to cyber-demonic scientists from the future. They have almost won: portals through time lay bare a secret history of our world, a history that is now constantly being changed like the breeze, and so could erase you without you even knowing it. There's only one thing between these monstrous powers and complete control over all humanity - you and your group of secret martial artist warriors, with your kung fu skills, spells and chi, and modern day weapons. This RPG is based on the ShadowFist trading card game, and consists of 286 full color, profusely illustrated pages full of background. \$47.95

**Back For Seconds** Help wanted. Kill-crazed assassins, arcanomorphing abominations, champion cyborgs, rogue demons - we're talking world-class heavy hitters, ripped bleeding from the world of the ShadowFist card game, smacked right down into your campaign with full stats and stories. 78 pages. \$27.00

**Marked for Death** With five tales of the secret war, ready to spring on the players. Can they defeat a powerful demon lord, or two? Are they up for an incursion into the home turf of the Architects of the Flesh? Do they know their way around the Netherworld? With lots of cool fight scenes, great settings, etc. \$20.95

**Thorns of the Lotus** Say hello to the biggest, baddest, funniest-talking guys in the world of Feng Shui. These members are experts in sorcery and demon-summoning and seek world domination! \$31.95

## GURPS

**GENERIC** An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson.

**GURPS BASIC RULEBOOK 3rd Ed.** 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. \$31.95

**GURPS Alternate Earths** Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaign in the New World. \$28.95

**GURPS Autoduel 2nd Ed** Set in our post-apocalyptic world, based on the Car Wars boardgame. It's a world devastated by war, famine and despair...on lawless highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. \$28.95

**GURPS Black Ops** Vampires, werewolves, demons, strange things living in the sewers. You work for the Company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. \$29.00

**GURPS Celtic Myth** Standing stones, Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. \$31.95

**GURPS Compendium I** Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. \$34.95

**GURPS CthulhuPunk** A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. \$31.95

**GURPS Cyberpunk** An accessory for playing Cyberpunk with GURPS. \$31.95

**GURPS Dinosaurs** Giganotosaurus, "the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws", Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex...their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours... \$28.95

**GURPS Fantasy Folk 2nd Ed** From the tiny winged Elyllon to the tree-top-dwelling Giants, this book brings 24 nonhuman fantasy races to GURPS. \$31.95

**GURPS Goblins** The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devils, evil creatures which includes gnomes, hobgoblins, trolls, ogres, giants, etc. They come in whatever shape, size and color they please. \$31.95

**GURPS Greece** Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. \$31.95

**GURPS Illuminati** The Secret Masters have denied all knowledge of the various conspiracy theories put forth in this recently published book. "To begin with, we don't even exist," said a spokesman, "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" \$28.95

**GURPS IOU** About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6) No black holes on campus. Except small ones on pizzas; 7) No antimatter on campus, either. Even on pizza; 8) Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! \$31.95

**GURPS Martial Arts 2nd Ed** Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. \$31.95

**GURPS Mage: The Ascension** 192 pp book that allows players to play MAGE using the GURPS rules system. \$31.95

**GURPS Mecha** From battlesuited space marines to giant walking tanks, this book covers the entire mecha genre, including construction rules, advanced rules, transforming, a campaign world, etc. \$28.95

**GURPS Places of Mystery** Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read. \$31.95

**GURPS Planet Krishna** From the classic *Viagens* books by L. Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans except for their green skin and feather antennae; six legged yekis, sea-monsters, etc. \$29.00

**GURPS Robots** A cold-eyed stare from the shadows of the alley..the spine-tingling scrape, as metallic feet drag along the concrete..the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, do they need us? \$29.00

**GURPS Supers 2nd Ed** Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. \$31.95

**GURPS Time Travel** Rules for flitting around time, past, present, future. \$31.95

**GURPS Ultra-Tech 2** Hard-core, hard-wired hardware, from gatling carbines and Gauss shotguns to squirt pistols and killer nanomachines. Also discover medical nanotechnology and lots of new wonder drugs, electrotherapeutic guns, etc. \$29.00

**GURPS Vampire** Allowing you to play Vampire stuff with GURPS rules. \$31.95

**GURPS Vehicles 2nd Ed** 208 pages. From rowboats to racing cars, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. \$35.95

**GURPS Warehouse 23** The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of

Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. \$28.95

**GURPS Werewolf** Allows you to play Werewolf with GURPS rules. \$31.95

## Heavy Gear

**SCI-FI** A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gear card combat game. The world is heavily inspired by Japanese anime and manga.

**HEAVY GEAR RPG 2nd Ed** The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Warfar is mostly restricted to ground units such as Heavy Gears: suit of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. This 2nd Ed includes the simple and elegant Silhouette game engine; complete role playing rules, a detailed world background, a rich setting; complete tactical rules and guidelines for campaigns, scenario generators for quick games; rules to use the tactical system as a hexless miniatures tabletop game; 20 illustration archetypes, illustrated & detailed stats for 8 Gears & 2 Striders. \$47.95

**Crisis of Faith: Story Book One** Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurks toward a global conflict and the words of Terranovans themselves betray their machinations and true intentions. Includes letters, private conversations, journal entries, official reports. \$31.95

**Duelist's Handbook** The ritualised and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. \$31.95

**Heavy Gear Character Compendium** Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure stats and links with one another. Also has NPC generator. \$31.95

**Heavy Gear: Desert Maps (4)** Two each of two 15" x 19" color maps of desert, with 1" hexes. \$17.95

**Heavy Gear Design Works** Presents development sketches and out of print illustrations, displaying the evolutions and functions of the principal vehicles and mechanical systems of the Heavy Gear universe. Lots of full color illustrations. \$32.00

**Heavy Gear GM Screen & Counters** Same screen and counters as above, but without the booklet & maps. \$22.50

**Humanist Alliance Leaguebook** Built to provide the greatest system for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use strict measures in their struggle against deviants and the Southern Republic. \$32.00

**Into the Badlands Sourcebook** Info on the people of the Badlands. Focuses on people and events, and emphasises how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. \$21.50

**Mini Heavy Gear** This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) \$2.95

**Northern Lights Confederacy Sourcebook** Travel to the true north in the first Heavy Gear League sourcebook. Gives complete details on the NLC, which is torn apart by a powerful religious conflict. Includes details on Sorrento Revisionism, all 14 Norlight city-states, warrior monks, Henema Police Quick Response Teams, etc. \$32.00

**Northern Vehicle Compendium One** This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the weapons, perks and flaws found in these two books, and a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. \$43.50

**Northern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. \$29.95

**Southern Republic Army List** The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilisation. It is also an imperialist league formed upon supremacists ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. \$39.95

**Southern Republic Sourcebook** Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. \$32.00

**Southern Vehicle Compendium One** All the Southern vehicles found in the Heavy Gear books, as well as brand new Heavy Gear designs, along with background information on the Corporations making the Heavy Gears. \$43.50

**Southern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. \$29.95

**Tactical Air Support** Covers everything not included in the primary rulebook, from air war tactical rules (movement, special manoeuvres, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. \$26.95

**Tactical Field Support** Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. \$32.00

**Technical Manual** Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology. 23 new vehicle types. \$31.95

**Terra Nova Sourcebook** Complete and grim history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description to all city states; heaps of NPCs; culture and lifestyles; a listing of planets colonised by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. \$31.95

**The New Breed: Battle Before the Storm** Based on the Heavy Gear Computer Game, this book describes the game's landships and provides insight as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game. \$40.00

**Woodland Maps (4)** Two each of two 15" x 19" color maps of woodlands, with 1" hexes. \$17.95

## Heroes Unlimited

**SUPERHERO** A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium.

**HEROES UNLIMITED 2nd Ed** A complete RPG that enables gamers to create virtually every type of hero imaginable: mutants, aliens, superhumans, super-sleuths, weapon masters, cyborgs, robots, sorcerers, martial artists, super-soldiers, vigilantes, genius inventors, crazy heroes. Over 100 super abilities. Feb '98. \$40.00

**Aliens Unlimited** 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. \$31.95

**Mystic China** The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. \$31.95

**Villains Unlimited** Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. \$40.00

## Hidden Invasion

**HIDDEN INVASION RPG** It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it! Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control! \$35.00

## HOL

**HOL Human Occupied Landfill** An Adults Only roleplaying game set in a future gone wrong. By White Wolf (Black DogGame Factory)

**HOL Human Occupied Landfill** An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. \$25.95

**Buttery WHOlesomeness** Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. \$17.95

## Immortal

**FANTASY** A game about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. By Precedence Printing.

**IMMORTAL The Invisible War RPG** You were there when the Sanguini flew the crucible, when the Sphinx was not stone by flesh, when Paris slew Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolf who set out to "purify" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awaking everywhere throughout the world, each striving to rediscover the secrets of our own fantastic past. 288 page book full of color photos & heaps of background info. \$35.00

**Immortal Dracul** The secrets of Pride Dracul revealed: new Dracul abilities and background, Dracul's war-torn history, its Great Houses, adversaries, Bushido Pathwalkers and Ninja Shadow Warriors, the Forbidden City, etc. \$28.95

**Immortal Pilot Pack** Includes a three fold Narrator's Screen, 12 full color character record sheets, a 32 page adventure called Project Looking Glass. \$18.00

**Immortal Serenades** A definitive guide to the mystical powers of immortal beings, including fully revised and clarified rules for voicing serenade powers; the secret serenades of each of the thirteen immortal brides; over 75 never before published mystic powers, etc. \$27.00

**Dream Stake** Millennium have passed since the world shaping power of the first mortal was imprisoned inside a hidden male universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fall, and only you stand in the way. \$18.00

**Lost Trinity** An epic script presented in three acts, with over 35 different scenes, as well as a CD audio soundtrack and full color map. Three primordial powers have been summoned to Earth - Leviathan, Rukhsasa and Sharakai, the Spirit Dragon. Can your group of players overcome the temptation of ultimate power and the power of these three entities? \$39.00

**The Art of War** Expanded rules and new options for resolving combat. Details of the Shian-Rhi, the first magical art developed by immortals, as well as over 25 other fighting styles from around the world. 96 pages, brimming with new combat manoeuvres, and weapons useable by all immortal characters. \$25.00

**The Shapeshifter's Manual** Within every immortal heart is chained an ancient beast, a feral passion that struggles eternally within its bonds, snarling for release. Vampires, lycanthropes, shapeshifters of every kind. \$27.00

## In Nomine

**ANGELS VS DEMONS** Set in today's world, angels and demons battle it out for the souls of mankind. By Steve Jackson.

**IN NOMINE RPG** They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accept others. Some are fiercely devoted to their work. Some doubt that there really is a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, and they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. \$39.95

**In Nomine Hardcover RPG** Exactly as above, except with a hardback cover. There are two versions - you can choose white or black. \$48.00

**Angel's Player's Guide** History, laws, and Choirs of angels, also the dark paths that can lead them to a fall from grace. Expanded angel descriptions, 4 new campaign concepts, etc. \$29.00

**In Nomine GM Pack** GM Screen plus an adventure for three to five Celestials, angelic or diabolical. \$17.95

**Revelations #1 Night Music** Includes an adventure *The Demon Prince of Rock & Roll*, looks at the Archangel Laurence and Demon Prince Samringa; two new Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc. \$29.00

**Revelations #2 The Marches** Just be careful what kind of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beleth. Every mortal soul visits the Marches every night in slumber. \$29.00

**Revelations #3 Heaven & Hell** Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon, with many adventure ideas. \$29.00

**The Angelic Players' Guide** The comprehensive guide for anyone wanting to play on the side of Light, including expansions on the major choirs, divine intervention, history, etc. Due Oct. \$28.95

## Jovian Chronicles

**SCIENCE FICTION** A complete Science Fiction adventure based on Japanese anime, brought to us by Dream Pod 9.

**JOVIAN CHRONICLES RPG** Silhouette Edition

Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like movement rules. They are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. \$48.00

**Jovian Chronicles Companion** Contains advanced rules and specific cases for those who want to take their characters and campaigns a step further. Additional background info, complete Silhouette vehicle and weapon design systems, etc. \$40.00

**Jovian Chronicles Mechanical Catalog** There are a wide variety of vehicles in this book: exo-suits small enough to be used inside ships and bases; exo-armor, fighters, and space ships, and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. \$32.00

## Kingdoms of Kalamar

**FANTASY SETTING** A complete fantasy setting for use with other Fantasy RPGs, such as Rolemaster or Webs or AD&D, etc.

**Kingdoms of Kalamar** This brand new boxed set is a complete fantasy campaign setting, the lands of Telene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drakkar Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc; and a full color 36 x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself). \$30.00

**Tragedy in the Brodeln** Tragedy in the House of Brodeln is an adventure/accessory for Kingdoms of Kalamar. The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, etc. player aides, 8 maps. \$11.00

**Secret Temple of Adajy** Danger lurks in and around Thygasha: religious factions disrupt the peace, prospectors have been disappearing, and an evil artifact has been stolen. \$16.00

## Kult

**KULT 2nd Ed RPG** Reality as we know it is a lie, an illusion fabricated to keep humanity at bay and prevent our awakening. Behind its facade something vaster and darker awaits - the true reality. The laws of nature prove to be weaker, and magic is a reality. A world where human wickedness mingles with terrors from other parts of a true, unseen reality. The evil that humans do corrodes the boundaries of reality and admits creatures from the other side. These creatures eventually enslave and consume the very people who foolishly conjure them up. Throughout the game, players are kept in the dark about the reality, only the GM knows what is really happening. For mature players only. \$48.00

## Legends of the Five Rings

**ORIENTAL FANTASY** A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings*. By Five Rings.

**LEGEND OF THE FIVE RINGS RPG** A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation and flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. \$48.00

**City of Lies** The first in a set of boxed campaign sets, tells the story of Kyoso Owari, the heart of Scorpion diplomacy and trade. With over 80 detailed NPCs, dozens of locations, an eight part campaign, map of the city, etc. Due ? \$40.00

**Honor's Veil** Two adventures. A reckless Crane daimyo meets his death at the end of a wakizashi and you must solve the murder. And, two ambassadors disappear, a ghost appears, and to dig up the truth demands a price perhaps too high to ask. \$16.00

**Imperial Herald** Legend of the Five Rings magazine, 32 pages. Includes an adventure, article on strongholds, questions and answers, and an article on the card game. \$2.50

**Legends of the 5 Rings GM Pack** With a full color GM screen, advanced mass combat rules, and an adventure, The Hare Clan, where the Lion Clan has asked the heroes to recover a scroll in the possession of the Hare Clan. But the Scorpion Clan is also after the scroll, and they will stop at nothing to obtain it... \$24.00

**ShadowLands Sourcebook** Learn the secrets of the creatures of the Shadowlands. Also includes sketches and illustrations of goblins, ogres, trolls, and the various oni. Has game stats and mechanics for over 50 oni and Shadowlands creatures. Due ? \$24.00

**The Way of the Dragon** The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men. \$24.00

**The Way of the Unicorn** For hundred years, the Ki-Rin wandered the wastelands outside of Rokugan. When they returned, they were the Clan of the Unicorn, armed with barbarian magic and tactics. Discover the secrets of this exotic clan! Includes new battle rules for Otaku Battle-Maidens. \$25.00

## Macho Women With Guns

**Spoof** A sling off at other RPGs and common sense in general. By BTTRC.

**MACHO WOMEN WITH GUNS RPG 2nd Ed** I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylight out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentences. \$11.00

**More Excuses to Kill Things** Pre-designed adventures, scenarios and a solo adventure to twist your brains into putty and your characters into greasy spots on the carpet. More monsters, more gummicks, more ways to turn mindless mayhem into experience points. \$11.00

**3G Guns, Guns, Guns** Lets you design custom weapons for virtually any role playing game. Design realistic weapons in 3G's universal format, and then convert the stats to the system you like best. You can choose from conventional weapons, rockets, lasers, railguns, and melee weapons. For any tech level. \$22.50

## Mage: Sorcerer's Crusade

**Mage: The Sorcerers Crusade** Hardcover book which can be played as a complete roleplaying game by itself. The forces of magick, faith and reason clash in this epic game of Renaissance intrigue. As the cannons of the Technocrats blast mystic covens, the battle is joined in unknown lands and shadowed corridors. Is the future set? Can magick be saved? Travel from the New World to the Far East to distant cosmic worlds in this prequel to Mage. Contains dozens of magickal societies, mythic beasts, setting systems and log lost secrets. Due May. \$45.00

## Mage: The Ascension

**DARK FANTASY** Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. By White Wolf.

**MAGE: THE ASCENSION 2nd Ed** A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystick power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbro oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you? This 2nd Ed hardcover updates 49 of rules additions, and has greater background. \$44.95

**Beyond the Barriers: The Book of Worlds** Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chimeras, umbral reflections and mysterious Zones spin in the unapprehensible dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... \$34.95

**Book of Shadows** The Mage players guide, including new Traditions, roles, talismans, Abilities, merits, flaws, in-depth truths about the factors of magic & the Path of Ascension, expanded rules for magic foci, familiars, etc. \$28.95

**Cult of Ecstasy** Tradition Book. The wild Cultists smash aside the barriers of law, culture & time itself searching for more ecstasy, & they reach inner truths or obliteration in response to their efforts. \$15.95

**Destiny's Price** An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. \$23.95

**Dreamspeakers** Tradition Book. Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an awareness of its ills - by force if necessary. From their uneasy beginnings to their resurgence in the modern era, the Dreamspeakers have walked a steady road. \$16.00

**Euthanatos** Tradition Book. Unjustly branded death mages, the Euthanatos serve the Great Cycle as best they can, redeeming who they can. This book dispels many myths and explores uneasy truths about these frightening mages. Temples, foci, weapons and more. \$16.00

**Hidden Lore: Mage 2nd Ed Screen & Sourcebook** All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. \$23.95

**Horizon: The Stronghold of Hope** 500 years ago images created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. \$23.95

**Loom of Fate** Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. \$15.95

**Mage Chronicles Volume 1** Features *The Book of Chanties and Digital Web*. With vital information for storytellers and players alike on establishing laboratories, workshops and hideouts, the places a mage needs to master his magick. \$38.50

**Mage Chronicles Volume 2** Features *Ascensions Right Hand*, the last in the Year of the Ally Series, and *Halls of the Arcanum*, core rules for playing ordinary people who stand and fight against the sorcerers of the World of Darkness. \$32.00

**Mage Dice** A set of ten Mage dice with a carry bag. \$12.50

**Order of Hermes** Despised mysteries to outsiders, the images of Hermes have been perfecting their Art for nearly a thousand years. These wizards have prevailed through wars with mortals, vampires, technocrats and their own companions. \$16.00

**Technocracy: Assembled Vol I** Three out of print

**Technocracy hooks: Technocracy Iteration X, Technocracy New World Order and Technocracy Progenitors. Due March** \$32.00

**Technocracy: New World Order** The dreded men in black dog the steps of Tradition mages, kidnapping, interrogating, threatening, or removing any threat to the Greater Good. \$15.95

**Technocracy: Syndicate** Reality's for sale, so have your credit card ready! Behind a facade of organised crime, the credit-card convention waits with hands outstretched. Purse strings, puppet strings - they're all the same to the Syndicate. \$16.00

**Technocracy: Void Engineers** Something's out there... and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbrial Cruiser and its crew. \$15.95

**Technomancers Toybox** We uncover dozens of gadgets, widgets, inventions and killing machines from the vaults of the Virtual Adepts, Sons of Ether, Technocracy, etc. \$24.00

**Sorcerer** A World of Darkness book. Presents systems and paths, merits and flaws, for Hedge Magic and Dark Sorcery, a host of secret societies, lore and templates. \$26.00

**The Akashic Brotherhood Tradition Book** Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, robes, and Talismans of Do, 6 character templates, for players or Storytellers. \$15.95

**The Book of Crafts** Those who see only the four sides of the Ascension Conflict ignore the Crafts, magickal societies that forsake Traditions and Technocracy for the Paths of their ancestors. \$28.95

**The Book of Madness** Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandi, the corruptors; Marauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits; the Mage's Bane; Umbro, the Living Mysteries; & Shade-dwellers of Earth & beyond. \$23.95

**The Book of Mirrors** A Storytellers Guide for Mage. Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters; a step-by-step chronicle history, index to Mage books, rules & magicks, etc, for this world loaded with dangers and surprises. \$29.00

**The Chamber Book** Allows players to create a vibrant, fully realized Chamber for their mage characters. \$23.95

**The Chaos Factor** A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. \$23.95

**The Fragile Path** A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. \$16.00

**The Sons of Ether Tradition Book** From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funnelling their wild theories through technomagick, the Sons blast the static truths of the Technocracy into ruin. \$15.95

**The Technocracy: Progenitors** The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. \$15.95

**Verbena Tradition Book** Traces the origins and practices of the Verbena, their allies and enemies, and their quest for the understanding of the Self in all its forms. \$15.95

## MAGE NOVELS

**1. Tower of Babel** Max Zorn is an Inquisitor for the Theocracy - and he was accidentally created by an author, Ron Church, who has magickal abilities. When the two meet, both of their worlds are shattered. \$9.50

**2. Through A Glass Darkly** Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism. Due Oct. \$9.50

## The Horizon War Trilogy

**1. The Road to Hell** The battle for reality itself ignites as images of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and...elsewhere. A villain from the images past returns to claim his legacy. \$9.50

**2. The Ascension Warrior** What link is there between the sudden obtaining of self-awareness and subsequent disappearance of the AW crew, and a mysterious figure arising, a being of incredible, inhuman power. Can he resolve the Horizon War? \$9.50

## Marvel Super Heroes

**SUPER HEROES** The famous super heroes from the Marvel Comics series. By TSR.

**MARVEL SUPER HEROES Adventure Game** The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the awesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes three books, 96, 96, and 48 pages, a 32 page map book, and 100 cards. Due July. \$36.00

**A Guide to Marvel Earth** Details of the homes, equipment, and secret of some of your favorite Super Heroes and Super Villains. Includes rules, adventures, maps, etc. Due Oct. \$24.00

**Avengers: Masters of Evil** This epic adventure featuring the Thunderbolts pit the Avengers against the ultimate team of Super Villains in a fight to the finish. Due Dec. \$11.00

**Avengers Roster** Features all the info you need to incorporate the Avengers, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. Due Aug. \$24.00

**X-Men: Roster** Features all the info you need to incorporate the X-Men, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. Due Aug. \$24.00

**X-Men: Who Goes There** An anthology of adventures, presenting a grand saga of deadly danger and doom for the Marvel universe, engineered by the sinister Brood. Due Aug. \$11.00

## Mechwarrior

**SCI-FI** Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. By FASA.

**MECHWARRIOR 2nd Ed.** The complete role playing game set in the BattleTech Universe. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. \$23.95

**1st Somerset Strikers** The TV animated series. The series features Adam Steiner, leading a ragtag group of mercs called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. \$28.95

**Comstar Sourcebook** Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new Mechs and ComStar character archetypes. \$23.95

**Jade Falcon Sourcebook** Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes

# 16 - Roleplaying Games: Mechwarrior - Middle Earth

rosters of the Inner Sphere invasion forces, and their unique Mechs. \$23.95

**Living Legends** An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardize a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. \$15.95

**Mechwarrior Companion** Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. Out now. \$23.95

**Royalty & Rogues** Recent raids by Periphery pirates have devastated the planet BryceLand, and the world's ruler seems powerless to stop these marauders. Fearful and furious, BryceLand's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep BryceLand from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. It's up to you to find and bring her back. \$15.95

**Wolf Clan Sourcebook** Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (O! The premier Clan, thank you!) \$23.95

## MECHWARRIOR NOVELS

### Warrior Trilogy

**1. Warrior: En Garde** At last, the magnificent trilogy by Michael Stackpole is being reprinted. The betrothal of the Archon-Designate Melissa Steiner to Prince Hanse Davion of the Federated Suns, sparks off the Fourth Succession War. *Due March*. \$9.50

### Return of Kerensky Trilogy

**1. Lethal Heritage** It's back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the InnerSphere - the Clans! Nothing the InnerSphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole. \$10.95

**2. Blood Legacy** The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? \$10.95

**3. Lost Destiny** The InnerSphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the InnerSphere's only hope lies with the very men who betrayed them - Comstar. \$10.95

### Miscellaneous Titles

**1. Decision at Thunder Rift** 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? \$7.95

**2. Wolves on the Border** Set in the 3020s, Minobu Tetsuhara, a Kurian Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble warriors death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. \$7.95

**3. Heir to the Dragon** Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconic Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. \$7.95

**5. Natural Selection** A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? \$7.95

**6. Bred for War** It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. \$10.95

**7. Ideal War** Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. \$7.95

**8. Main Event** Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. \$7.95

**9. Blood of Heroes** It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? \$7.95

**10. Assumption of Risk** By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. \$7.95

**11. The Far Country** A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kurian strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship had made a similar misjump 500 years ago. They spend most of the novel fighting amongst themselves, & then agains the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. \$7.95

**12. D.R.T. Part Two** in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both 1st & 2nd Line units. \$7.95

**13. Close Quarters** The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin. They think it is a low risk, high paid job. But danger lurks among the looming brouzze towers of Hachiman - the yakusa and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. \$7.95

**14. I am Jade Falcon** Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross. \$7.95

**15. Tactics of Duty** Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, it's not different - except that the mercenary Gray Death Legion is caught in the middle of it all. \$7.95

**16. Highlander Gambit** Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to single handedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch. \$7.95

**17. Star Lord** A self-appointed Star Lord launches a series of raids

that threaten and terrorize the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. \$7.95

**18. Malicious Intent** Vlad Ward uses secret information to re-establish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. \$7.95

**19. Hearts of Chaos** The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion, but everyone thinks they are the invaders! \$7.95

**21. Black Dragon** The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guns and grit to save the Draconis Combine from these extremists. \$9.50

**22. Double-Blind** The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of lunatics called the World of Blake. \$9.50

**23. Binding Force** Aris Sung, a warrior of the noble House Hiritsu of the Capellan Confederation, is chosen to break the newborn Sarna Supremacy and bring the world back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hiritsu will be destroyed. \$9.50

**24. Impetus of War** The Northwind Highlanders are hired by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting... \$9.50

### TWILIGHT OF THE CLANS TRILOGY

**1. Exodus Road** Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? \$9.50

**2. Grave Covenant** As the truce of Tykayid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defence Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy that bold plan in its infancy. \$9.50

**3. The Hunters** "Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere begins its own desperate journey searching for the Clan homeworlds. \$9.50

**4. Freebirth** On his Khan's orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan? \$9.50

## Men in Black

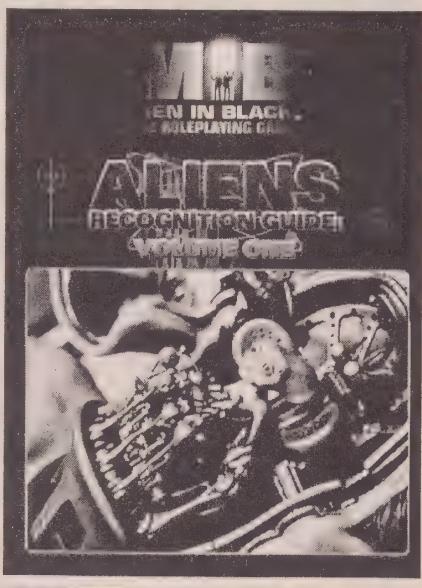
**MEN IN BLACK RPG** Direct from the movie. You're part of the mysterious quasi-governmental organisation known only as the Men in Black - elite cops policing and patrolling the 1,500 aliens living amongst the people of Earth. You'll confirm to the identity we give you. You will have no identifying marks of any kind. You don't exist, you were never born. Can you handle the truth? More importantly, can you handle an Arquillian Megaseous Destructor Ray? You can? Good - we've got a crazy Balian loose in Manhattan. Take care of... By West End Games, uses the easy to learn D6 System, so you can open the book, grab some dice, and you are off! Includes a report on aliens, alien technology, adventures, etc. \$32.00

**MEN IN BLACK Introductory Adventure Game** Includes an agents guide to teach new agents the rules of MiB from the moment they start reading, a Director's Guide, a Mission book, also color cards and stand-up figures, dice, etc. \$32.00

**Aliens Recognition Guide** More aliens for players to track down. Within these recently declassified folders you will find 25 new alien races ready to use for your campaigns. Some of them are well known to the MiB, some are unknown to everyone. \$24.95

**Instant Adventures** A 96 page supplement that can be run with any campaign. 32 color cards with pictures and stats of important characters, weapons, vehicles, & aliens. *Due April*. \$29.00

**The Director's Guide** Features a GM Screen, plus more data on creating your own aliens, devising new and bizarre alien technology, and running neo-awesome assignments. \$19.00



SCI-FI Set in the new future, this is a complete & detailed

game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By R.Talsorian Games.

**MEKTON Z RPG** The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometre long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication. *July* \$32.00

**Mekton Advanced Technical Manual** Custom designed weaponry, remote drones, AI controlled mecha, combiners, excessive scale starships, power armor, teleportation, anti-grav, super deformed mecha, and bad Japanglish! \$29.00

**Mekton Wars Vol 1: Invasion Terra** Contains a gripping account of a powerful alien Empire launching massive attacks on Terra and her colonies, at first winning crushing victories, with superior mecha, ships, and numbers. But the humans fight back in a series of carefully planned attacks. This book contains 31 Mekton battle scenarios for two or more players. Each scenario lets the players build their weapons & deploy them as they desire. \$19.00

**Mekton Z Tactical Display** All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mech designs. \$16.00

**The Starblade Saga: Mekton Worldbook 1** The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (without Minime!) \$29.00

## Middle Earth

**FANTASY** J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.

**THE HOBBIT ADVENTURE BOARDGAME** is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artefacts, and challenge your opponents with riddles. \$59.95

### MIDDLE EARTH II RPG

**MERP II RPG** 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that other major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the Shire. Softcover. \$29.95

**MERP II Accessory Pack** Boxed accessory including the adventure Loops of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 18 pages of color displays including the Last Inn & a Ruined Castle and dice. \$24.95

**MERP II Campaign Guidebook & Map** 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc, an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. \$29.95

### MIDDLE EARTH SUPPLEMENTS

**MERP II Combat Screen 2nd Ed.** Contains a standard selection of combat tables, manoeuvre rules, and charts for other such strenuous pursuits - all on an 11" x 34" cardstock screen. \$13.95

**Deluxe Lord of the Rings Poster Maps** A 2' by 3' full color map on heavy, durable low gloss paper. Painted by J.O Hartwig. \$21.50

### MIDDLE EARTH SOURCEBOOKS

**Angmar** Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannish warriors; three sinister high priests, haunted ruins, etc. \$34.95

**Arnor: The Land** Includes four color maps; delve into the inner workings of the Witch King's malice as he contrives dark plagues, killing curses and unnatural blights; the Dunedain's struggle against him; the localities of Bree, Tharbad, and the Barrow-Downs, and a series of adventures following the Banners of the High King, Gil-galad. \$44.95

**Arnor: The People** Companion to Arnor: The Land. Tells the tale of Arnor's founding, his long struggle against the Witch-king of Angmar, and his eventual dissolution and demise. With engaging summaries of Arnor's inhabitants, politics, warcraft and adventure opportunities, as well as a lively history. \$31.95

**Creatures of Middle Earth** How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hill trolls of Mordor. All of Tolkien's creatures, both fell and pure, are listed here. 144 pages. \$24.95

**Dol Guldur** Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcs traps, history, and daring rescue missions. \$34.95

**Elves: Peoples of Merp** A series covering the peoples of Middle Earth, covering all aspects of society, etc. \$26.95

**Hands of the Healer** Delves into the vast array of healing, care, natural and magical, which the Free Peoples have distilled from their relentless struggle against the Dark Lord and his foul minions. With a comprehensive herb compendium. \$28.95

**Lake-Town** This book presents this famous town with all its vivid bustle, craft associations, large coiner, drifter who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. \$34.95

**Minas Tirith** Documents the history, design, layout, garrison and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations are covered, the Royalty and their heirs, the lands around the city, and adventures. \$39.95

**Mirkwood** Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silvian Elves grown perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. \$34.95

**Southern Gondor: The People** Tells of Endil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. \$34.95

Reaches back to the First Age and follows through to the Fourth Age. \$32.95

**Southern Gondor: The Land** Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. \$44.95

**The Kin Strike** Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detail any who work to restore the rightful King to his throne. Criminals, Southron Spies, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. \$40.00

**The Northern Waste** Explores the vast, uncharted region of Fordwoses, a land of chilly tundra and unrelenting cold. These lands have become a refuge for the ice-dwelling Lossoth, who hunt the perilous shores. The mysterious Snow Elves also haunt the borders. With a 17" x 22" color map and two adventures. \$45.00

**The Shire** Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Includes history of the hobbit tribes, leading up to the gift of the shire to them by King Aragorn II, history of hobbit chieftains, and adventures. \$44.95

**Treasures of Middle Earth** A 206 page source book detailing the most potent artifacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear, jewellery, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. \$26.95

**Valar & Maiar** 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the Balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. \$22.50

## Millennium's End

**SCI-FI** This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

**Millennium's End 2nd Ed RPG** It's 1999, America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. \$23.00

**Terror Counter Terror** At every moment, on every continent, in every country, terrorists are at work. In a world on the brink of collapse-a world of decaying infrastructure, overburdened police forces, bush wars, famine and impending environmental catastrophe-the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. \$25.50

**Ultramodern Firearms** The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. 23.00

## Mutant Chronicles

**SCI-FI** An extremely dark role playing game set in our not too distant future. See the figures in the Miniatures Section. By Heartbreaker Hobbies.

**MUTANT CHRONICLES RPG 2nd Ed** The Solar System is a roaring mayhem of death and war. The surfaces of the inner planets have been swept clean by the violent onslaught of the Dark Legion's storming hordes of Nephrites, Necromutants, Razides and Undead Legionaries. In the enormous cities of the far and distant future, heretics devoted to the destruction of humankind stalk the dark backstreets and gloomy alleys spreading their teachings of greed, jealousy and war. This 2nd Ed has an improved character generation system, combat rules and rules for using the Art and Dark Symmetry. Contains more background on the universe, and a full page spread on the massive city, Luna. \$50.00

**Algeroth: Apostle of War** An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nephrite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clansmen* rules. \$22.50

**Bauhaus: Power of Heritage** 2nd Ed Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. *Due Oct*. \$16.50

**Capitol: Pride & Profit** The first and mightiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. \$16.50

**Cybertronic Sourcebook** The Corporation that relies on Cybernetics and computers - putting itself and others at risk, as the Dark Legion has proven it can occasionally take over the "minds" of cyborgs & computers. \$16.50

**Freelancers Handbook & GM Screen** With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 3 panel GM screen, with all charts, weapons stats, etc. \$12.50

**Ilian: Mistress of the Void** Sourcebook Delve into the dark mysteries of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their foul weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. \$14.00

**Imperial** The first three Megacorps were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Droids, Security Command, Blood Berets, the Wolfbans, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. \$16.50

**Mishima** Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. \$16.50

**The Brotherhood 2nd Ed** An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also new spells, 17 new backgrounds, etc. *Due Oct*. \$16.50

**The Second Seal of Repulsion** Part One in the Venesian Apocalypse adventure trilogy. What started as a simple recon mission in the Venesian jungles soon becomes a race against time as the characters are beset by terrorists. Surviving this leads to the jungle full of perils, until finally a great evil is encountered that could destroy Venus and the whole solar system. \$14.50

**The Four Riders Part Two** in the Venesian Apocalypse adventure trilogy. Heimburg quakes in the wake of the Battle of the Second Seal, and mankind faces the deadliest plague mankind has ever known, a disease that could wipe out life on Venus in a matter of weeks. \$14.50

**Beyond the Pale Part Three** in the Venesian Apocalypse adventure trilogy. The streets of Heimburg have now erupted into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. Another great threat looms in the background, and there is only one night left before all is lost. \$14.50

## Nephilim

**Horror** One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

**NEPHILIM RPG** The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and incomprehensible vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost his body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening on mass in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232+ pages. \$34.95

**Chronicle of the Awakenings** Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, 4 new metamorphosis, etc. \$28.95

**Liber Ka** A supplement introducing an updated, alternative magic system following authentic occult principles. The book includes the Nephilim history of western sorcery, a grimoire of new spells, etc. \$24.00

**Nephilim GM Veil** A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. \$28.95

**Nephilim GM's Companion** An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign setting. \$23.95

**Nephilim Character Dossiers** Character record sheets. \$14.95

**Secret Societies** Since the fall of Atlantis the secret societies have grown due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. \$28.95

**Serpent Moon** A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. \$14.95

## NeverWorld

**FANTASY** A medieval fantasy world with beasts, men, elves, and dwarves. By ForEverWorld Books.

**NeverWorld RPG** We, you and I, live in a sliver of time somewhere in the Third Age. History forged us from the melding of Beast and Man. Elf and Dwarf, Giant and Metamorph - and their battles against the dark Grobler race. Our surroundings tempered us in the laws of Dragons, Demons and UnderWorld cults. Each nation has only survived through cultural isolation. Now the scent of change is on the winds, and the key to survival is knowledge. Only by learning the myth and lore of forgotten cultures will the answers be revealed. Players search for individual answers to their existence, and group together for exciting adventure. The GM tells the interactive story which you can act upon at any moment. This is a world where science never reigns. Your character is the culmination of your chosen abilities, skills, powers and resources, born from one of 35 cultures. Make cross-cultural characters, track adventures on your own customizable map, reward yourself for your actions, and face the consequences for your misdeeds! Contains a 304 pages Tome of rules, 128 Hourani Culturebook, color map, dice, GM screen.

**The Tome of NeverWorld** The same rulebook as found in the boxed set above. \$60.00

**Culturebook: Hourani** The same Culturebook as found in the boxed set above. Hourani are metamorphs, born part human, part Wolfish. Creating a comfortable niche in human society, they carry on with their own laws, religion and social life. \$24.00

**Culturebook: Neuronians** Enter a world achingly familiar to our own, yet worlds apart. Seven city-states, supposedly shared by Hourani and humans, and rule by Dukes, yet no-one really knows who's in control. Start a Neuronian character or expand your current Hourani character with the many new abilities also included in this book. Includes a community generator to make villages, towns and cities; all you need to know run Neuronian characters, etc. \$29.00

**Culturebook: Rublug** The Outpost dwarves that were separated from the World's Crown. Once cursed to burn from the sun, they now believe daylight travel is possible. Only the bravest leave the mountain fortresses. With them come Dwarven armor, new military careers, Runewarrior magic emphasis, Dwarven Pantheons, and new priest careers. *Due Aug*. \$29.00

**Culturebook: Wolfiin** Standing 12 feet tall, these beasts are the peacekeepers of the Nation of Yucazon and the Sentinels to the Province of Winter. They fight the undead Mulgrayne, and heal the vast forests abandoned by the elves. Includes elemental magic, the followers of Druidism, and the skill of Treemorphing. *Due Oct*. \$29.00

**Culturebook: Driseti** The Driseti are wood elves, fortified in the Black Forest, surrounded by Wolfiin, Bearmhn, Ice Giant, and Rublug. None but elves can enter. Includes the magic's of Shamanism and Faerie Enchantment; Shaman and Spirit Slayer careers, and skills such as tree hopping, wolf-bond, and natural invisibility. *Due Nov*. \$29.00

**Culturebook: Felihm** Sly, devious and painfully arrogant, these agile cats are the rulers of the Ontanama plains. While they wield no magic, they are each natural assassins and warriors. All are corrupt. Cultural skills include first strike, super leaps, and nine lives. The Thelis cheetahs are swift, silent and deadly, the Kayith lynx slyly acquire everyone else's hard earned rewards. *Due Jan '98*. \$29.00

## Nightbane

**Horror** Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. By Palladium.

**NIGHTBANE RPG** A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nighbane - have become the defenders of the world. Feared and despised by most normal humans, the Nighbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nighbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nighlords.

**World Book One: Between the Shadows** Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares.

**World Book Two: Nightlands** Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nighlords, the inhabitants of the Lands of Night. Also has lost artefacts, new Nighbane talents and morphs, plus campaign and adventure ideas.

**World Book Three: Through the Glass Darkly** A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cyberimages, Fleshsculptures, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force?

## Over the Edge

**OVER THE EDGE 2nd Ed RPG** A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amaria, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages. \$40.00

## Noir

**THE WORLD OF DARK MOVIES** Set in the dark movies of the 1920s to 1950s, in a world steeping in dark mysteries. By Archon Gaming.

**NOIR RPG** A seething urban nightmare, harshly lit - this is the world of Noir. Filled with slouching P.I.s in rumpled trenchcoat and fedora, femmes fatale wearing the season's highest fashions, grifters, troubleshooters, cops, mobsters, and G-men, set in the 1920s - 1950s. This game is about mystery. Shadows hide the deepest, darkest secrets of man. Here, you can attempt to commit the perfect crime, or attempt to solve it. You can become the most hardboiled private investigator that the city has ever seen, or be the most conniving femme fatale that ever baited an eyelash, or be a tough mafia boss, etc. But remember, the world is not always what it seems. Over 220 pages. \$40.00

**Shades of Noir Book One** A selection of top quality short stories set in the Noir universe that make great reading. Walk the streets of a gangster controlled city, with streets running with blood, women of cool steel beauty.

**Shades of Noir Book Two** A selection of top quality short stories set in the Noir universe that make great reading. Anything and everything can be found in the city...you've just got to be smart enough to find it and tough enough to take it.

## Of Gods and Men

**OF GODS AND MEN RPG** A war between the gods resulted in them abandoning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicorns lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards.

**Cults & Conspiracies** It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organisations which struggle with each other for domination.

**Of Gods & Men GM Screen** Standard GM Screen plus 18 new Divine Power cards and an adventure.

## Palladium

**FANTASY** Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

**PALLADIUM FANTASY RPG 2nd Ed** Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, worgen, bearmen, PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic.

**Book II: Old Ones 2nd Ed** The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millennia. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes.

**Book III: Adventure on the High Seas 2nd Ed** 224 pages

# 18 - Roleplaying Games: Pendragon - Rolemaster

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**PRIME DIRECTIVE RPG** A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorins, Lyrans, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. \$34.95

**The Federation** 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. \$25.95

**Uprising** An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prelarians, a new race for Prime Directive. \$14.95

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**RIFTS RPG** The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle superhuman monstrosities. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork and 256 pages. \$39.95

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**RIFTS Index & Adventures Vol 1** An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc. set in North America. \$21.00

**RIFTS Index & Adventures Vol 2** A quick, easy reference and index for the last two years of Rifts releases, including Juicer Uprising, Coalition Navy and War, Spirit West, etc; and adventures, adventure ideas, maps and data. \$20.95

**Mutants in Orbit** An adventure sourcebook that can be used with Rifts or Teenage Mutant Ninja Turtles. Includes rules for generating Rifts characters, the background is a massive nuclear war that almost wiped out humanity, leaving small space colonies in orbit around the Earth to fend for themselves. \$20.00

**RIFTS Sourcebook** Campaign information on the Coalition Government, Skeletons, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. \$21.50

**RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E.** Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. \$19.95

**RIFTS Sourcebook 3 - Mindwerks** 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psychic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millennium Tree, monsters, an epic adventure, etc. \$18.95

**RIFTS Sourcebook 4 - Coalition Navy** Takes an indepth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes pirates and privateers, warships, subs, power armor, equipment, key bases, commanders, notable sea monsters, etc. 128 pages. \$20.95

**RIFTS Mercenaries** A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimensional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. \$25.95

**RIFTS Conversion Book** Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlimited, etc) to be used in the Rifts. Includes notes on Rifts Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. \$31.95

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**RIFTS Dimension Book Sixteen: Phase World Sourcebook** New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots, new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and body armor, etc. 112 pages. \$18.95

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continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines; Arkhon Special Hunters, a special breed of cyborg with terrifying stealth & weapons systems. \$31.95

**World Book 10: The Juicer Uprisings** Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtow. Chaos erupts as Juicers, bandits and savages ravage the country side. Also action packed adventure world information, great new art. 160 pp. \$26.95

**World Book 11: The Coalition War Machine** The Coalition States have been secretly building an army of incredible power! Rumors of the Coalition States' plans to invade Tolkeen and other plots to strengthen and expand its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army. \$33.50

**World Book 12: Psyscape** Over a year late - but it is finally out! New psionic powers, new OCCs like the Nega-Psychic, Psychic Nullifier, Psi-Slayers and others. Cybernetic implants that provide psi-powers but bring insanity. And most importantly, history & secrets of Psyscape. \$26.95

**World Book 13: Lone Star** A detailed look at the Coalition States of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. Includes the fearsome Xiticix Killer, a mutant insect-humanoid vat grown by Lone Star and released into the wild in packs to hunt and kill Xiticix. 176 pages. \$26.95

**World Book 14: The New West** The wild American West, a man's zone forbidden to citizens of the CS, is explored in detail. Gun-slinger and Psi-slinger character classes; D-Bees, Cyberknights, Reid's Rangers who protect the innocent and hunt vampires, Indian Warriors, notable towns, the Law (or what passes for it); frontier justice - harsh & quick, etc. \$32.00

**World Book 15: The Spirit West** An indepth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-bees, sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West. Provides plenty of monsters, evil spirits, magic, new weapons and equipment and hostile forces. Gives ideas for adventures and campaigns, for example, a clash between Coalition Reclamation Armies looking for lost bases, & the Native Americans who simply want to keep the armed invaders out of their land. \$33.00

**World Book 16: Federation of Magic** Delves into the legendary Magic Zone and the many factions, good and evil, of sorcerers and mystical societies counted amongst its members. Including new OCCs such as Conjurer, 150 new magic spells, aliens, D-bees, dangerous gods, maps, etc. \$27.00

## Robotech

**SCI-FI** Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. By Palladium.

**ROBOTECH RPG** Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. \$21.50

**RDF Manual** Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. \$14.95

**REF Field Guide** Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters & Zentraedi. \$28.95

**Robotech New World Order** Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence, scheming and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find themselves pitting their own RDF mechs against identical machines piloted by traitors. \$28.95

**StrikeForce Robotech Book Eight** The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechology and protoculture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochna. \$21.50

**The Invid Invasion** 112 page sourcebook on Invid & human equipment, with new combat rules. \$21.50

**The Sentinels New PC REF classes, Sentinel alien & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraf** \$21.50

**REF Break-Out** An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. \$28.95

**The Zentraedi** Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. \$14.95

**Zentraedi Break-Out** An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. \$17.95

**MACROSS II RPG** This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. \$18.95

**Macross II Sourcebook One** Details Earth's military, the UN Spacy, new ground mecha, the Metal Siren, transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pp. \$17.95

**Macross II Spaceships & Deck Plans Vol One** 64 pages of floor plans for the Emperor's giant Marduk Flagship, Battleship, Shuttle, & giant base, the Macross Cannon & Escort Carrier, Zentran Destroyer, Command, & Scout Ship. A short adventure and ideas, and ship to ship combat rules. Heaps of stunning artwork. \$15.95

**Macross II Spaceships & Deck Plans Vol Two** 64 more pages of deck plans: floor plans for U.N. Spacy's Commandship, battleship & corvette, Zentran's Flagship and Carrier, Marduk Dreadnought, Destroyer, & Frigate, combat data, short adventure, & heaps of artwork. \$15.95

**Macross II Spaceships & Deck Plans Vol Three** Floor plans for the Macross Interdimensional Space Fortress, the Moon Base and Armed Platform, UN Spacy Headquarters, Culture Park, a short adventure, heaps of artwork, and a size chart and combat data. \$20.00

## Rolemaster

**FANTASY** A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. The new version of Rolemaster, about to be

released, is coming in four parts. See SHADOW WORLD for campaign material. By Iron Crown Enterprises.

**Arcane Companion** Since the dawn of time man has struggled to understand the nature of magic. Now you can explore the origins of the most powerful and hardest to control magic: Arcane magic. 4 new professions, 46 spell lists, 4 new spell attack tables. \$26.95

**Arms Law** Part One of the New Edition of Rolemaster. Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older version of Rolemaster. Most of the material is the same as before, though here it is reformatted for easier use and has some new critical and attack tables. 144 pp. \$23.95

**Black Ops** Welcome to the world of espionage, mercenaries, counter-terrorists, and covert operations. Details the modern world of covert operations. With three new professions, twenty new training packages, modern equipment, 3 sample adventures, & mini adventures. 250 pp. \$25.00

**Castles & Ruins** Inside this sourcebook you will find details on the history of castles, the construction of castles, including sites, materials, labor, the folk who dwell in and around castles, as well as how castles become ruins, the sites of treasures & adventures. \$28.95

**Channelling Companion** Explores the magic of the gods in detail. Three new professions, the Summoner, Warlock and Mythic; guidelines on divine favouritism; rules for specialty priests, critical tables for holy weapons, new training packages. Due Dec. \$28.95

**Creatures & Monsters** A monstrous book with 320 pages with hundreds of animals, monsters, and races. Many are from myth, others from fantasy fiction, and many original. Monsters that fly, swim, and terrorise the land, as well as those who are friendly and aggressive. Dragons, Fell Beasts, Elementals, Constructs, Shapechangers. \$44.95

**Essence Companion** An exhaustive exploration of the world of essence. Covers the Warrior Mag and Essence Molder, new spells for the realm of essence, discussions about magical rituals and familiars, you can be a Somanist, Nomenist, Herbalist, Corpist, or a Crystalist. \$28.95

**Gamemaster Law** How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, guidelines for commerce, disease, etc. \$29.95

**Martial Arts Companion** Gives you all you need to add true depth to martial arts in your games. Whether you run historical, fantasy, or modern, the rules in this book will assist you in giving martial arts the strengths & weaknesses they deserve, including new chi powers, variants of the Monk profession, etc. \$29.00

**Pulp Adventures** Shortly after the turn of the century, came the time of heroic adventures; a time of dames and gangsters; a time of new technologies making anything possible; it was the era of the Pulp hero! Three new professions for characters in the Pulp World genre, equipment lists, a dozen new training packages. A timeline of major events, list of major motion pictures, radio shows, etc of the pulp era. \$25.00

**Races & Cultures: Underground Races** A full write up on every one of the 13 underground races presented in *Creatures & Monsters*, dwarves, goblins, halflings, hobgoblins, kobolds, five different types of orcs and troglodytes, covering religion, style of clothing, weapons and armor, lifestyles, training, spells, adolescent development. \$23.95

**Rolemaster 3in1** Book cover case containing the complete books of Arms Law, Spell Law and Rolemaster Standard Rules. These are everything you need to play. \$97.50

**Rolemaster Annual 1996** This provides a master index for the entire Rolemaster Standard System, seven new professions, an updated Master Training Package Table, Skill and Skill Category Character Record Sheets, updated master spell list pages. \$15.00

**Rolemaster Annual 1997** Provides master tables for many areas of the system in one, easy to reach book. Also provides character record sheets for new professions. \$19.00

**Rolemaster Character Records** For each profession from Rolemaster Standard Rules, you can use a customised skill development sheet that will efficiently organise all skills based on that profession. \$17.95

**Rolemaster GM Screen** Two screens, with 3 faces each, also including a 48 page book with all of the encounter tables from *Creatures and Monsters* as well as a listing of all creatures. \$16.50

**Rolemaster Players Guide** A general overview of the Rolemaster system - everything a beginning player needs to know. Eleven fully developed characters; attack tables for the player to use; spell lists, spell attack tables, etc; the General Static Maneuvre Table, etc. \$13.50

**Rolemaster Standard Rules** A detail FRP system that adds realism and depth to your campaign without losing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system; complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg, quick with a penalty, normal, or deliberate with bonus. \$44.95

**Rolemaster: The Basics** Boxed set sort of like a condensed or introductory version of Rolemaster, but containing all the elements you need to learn to play. Contains a selection of flexible character creation choices; a selection of spell lists; a selection of attack and critical tables; detailed material for unique character backgrounds; a skill development system; action sequencing based on initiative rule, etc. \$44.95

**Shades of Darkness** Genre book. In the not too distant future, technology has spawned a darkness no-one knew could even exist. The darkness swept across the Earth, threatening to destroy mankind. But from another dark place came a Dark Angel, promising to help man fight the darkness. Man joins forces with the Dark Angel, and Earth is somewhat devastated. Includes guidelines for characters slowly being corrupted. \$24.95

**Spell Law** A highly acclaimed magic system that improves any game! Now revised, reformed, and reorganised, this is a mighty tome that adds realism and depth to your campaign without sacrificing playability. With over 2000 spells descriptions on 183 spell lists based on three realms of power and 18 professions. Critical strike tables for heat, cold, impact, electricity, large and super large creatures, etc. Can be used with any system. \$34.95

**Talent Law** Provides GMs and players with a new system of customising characters through background options. GMs can also now create new races that are inherently balanced against all other races in the game. With special training, special & mystical abilities, physical & mental abilities, etc. \$26.95

**Treasure Companion** Complete tables for generating all types of treasure, including a detailed system for generating gemstones and jewellery, complete item descriptions for over 100 unique magic items, three new alchemist professions, 22 Alchemist spell lists, etc. \$23.95

**Weapon Law** Now you can run Rolemaster in post-medieval settings. This gives all the attack tables you need to resolve firearm combat in any era from medieval to modern. Features 500 hundred weapons, & guidelines for using in fantasy settings. \$22.50

Runequest made available in a 280 page book. Includes the Players Book, with world details, character creation, combat & skills; a Magic Book, with the 4 types of magic; a GM Book, with scenario aids, ships & sailing, the money tree, civilisation; the Creatures Book, which includes descriptions and stats; Glorantha Book, with Myths & history, magic & religion, Cult of Erolfa, & a run down on the races of Glorantha. \$42.50

**lords of Terror** Complete cult descriptions of seven chaotic cults, Primal Chaos, Malia, Bagog, Thed, Krajik, Pochango, and Krashit. There are several scenario schemes for adapting provided major NPCs to your campaigns. 96 pages. \$25.95

**Strangers in Prax** Explores the role of outlanders in Praxian campaigns - the dreadd Lunar Coders, agents of the Red Emperor, Sartar sorcerer and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Peterberg & Stafford. \$23.95

**Wyrms Footprints** Collection of Glorantha legends, including gods and goddesses, wakalpus cookery, Starbrow's Rebellion, Sartar High Council, with all the important personalities of the rebellion, Temple of the Wooden Sword, and stats on Jar-Eel the Razoress. \$25.95

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**SHADOWRUN NOVELS**

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**21. Steel Rain** A massive war brews between the Nagato Corporation and Fuchi Corp. But behind these growing hostilities looms a more sinister threat, requiring far more talents than

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# 20 - Roleplaying Games: Soothsayer - Star Wars

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**SCI-FI** A tongue in cheek game in the league of *The Hitchhiker's Guide to the Galaxy*. By Dream Pod 9.

**Star Riders RPG** A delightfully funny role playing game in the space opera tradition. When the Daudourum Conundrum Empire's bureaucrats slightly "misplace" Earth - the coolest place in the galaxy - during a galactic re-organisation, you go off looking for it. Your common Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!) \$10.00

## Star Wars

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**Player's Guide to Tapani** Introduces players to the noble houses of the sector, its aliens, and its governments. The culture of the nobility is given, also character generation, and a gazetteer of major homeworlds, etc. \$19.00

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**No Disintegrations** Attention bounty hunters! Friendships betrayed, lost loves, belongings stolen...those who have been wronged want justice. And they are willing to pay handsomely to get it. That's where you come in. You're a bounty hunter. This book contains five major adventures for bounty hunters. \$25.00

**Operation: Elrood** The remote Elrood sector is on the brink of a major corporate war! Pirate attacks are destroying cargo fleets and a top Rebel operative has disappeared. As a brave group of Rebel operatives delve into the sector's intrigues, the question becomes, "Who is the real enemy here?" Assassins, terrorists, intrigue & more! \$25.00

**Platt's Smugglers Guide** Smuggling is a tough business, and this book provides you with all the pros and cons, by providing the following information: Who do you work for? How do you get your ship? Ships of the Trade. Who do you know? Who's after you? And 18 full color smuggler character templates. \$29.00

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**Pirates & Privateers** Command a ragged band of pirates, lead a daring and disciplined crew of commerce raiders against the forces of the Empire, or launch devastating attacks against New Republic shipping as an Imperial privateer. All the info needed for players and GMs to include pirates and privates in campaigns. \$29.00

**Rebel Alliance Sourcebook 2nd Ed** A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance, now updated to 2nd Ed Rules. 144 page hardcover recommended for campaigns. \$35.00

**Rules of Engagement: Rebel Specforce Handbook** They undertake only the most difficult missions. They are experts in hand to hand combat, weapons, tactics, and survival. They are the Rebel Alliance's most elite soldiers, fighting the best the Empire has to offer. They are the Rebel Specforces. New weapons, equipment, vehicles, optional rules, commando training, etc. \$29.00

**Secrets of the Sisar Run** The cargo run was too good to be true: big profits and minimal risk. But no one can be trusted and there's no way out, with enemies lurking in the shadows and danger at every starport. \$24.00

**Shadows of the Empire** A hardback sourcebook of the novel Shadows of the Empire, which is a sequel to The Empire Strikes Back, but before Return of the Jedi. After his defeat on Cloud City, Luke finds himself a pawn between Darth Vader & the leader of the Black Sun criminal organisation. Luke must attempt a daring rescue while hunted by many foes. \$32.50

**Shadows of the Empire Planets Guide** Features comprehensive coverage of the new planets of Steve Perry's best selling novel, from geography and politics to military and famous people, including Greedo's homeworld, a Bothan frontier world, etc. \$25.00

**Star Wars GM's Screen Revised** Includes a 64 page book with over a dozen player character templates, lists of skills and force powers, game stats for common characters, starships and vehicles, etc. \$16.50

**Star Wars Instant Adventures** A collection of scenarios that can easily be integrated into an ongoing campaign. Launch a daring sneak attack on an Imperial sensor complex to bring down a system-wide blockade, smuggle a wounded Hutt crimelord offplanet, rescue a missing rebel spy, or play hide and seek with the dreaded Storm Commandos. \$25.00

**Star Wars: Live Action Adventures** In ordinary roleplaying, you're at a table holding a piece of paper. With this book you are there in the thick of the action, surrounded by your enemies and allies, all conniving and plotting to advance their own agendas. You are your character. So lace up your combat boots & grab your blaster! \$30.00

**Star Wars: Live Action Gamemaster Toolkit** Tips on logically planning and running LARP events; two new diceless alternative systems; visit Ord Mynock, a detailed spaceport setting; for ready to run scenario modules for 5 - 8 players; plus item cards, tokens, etc. \$25.00

**Star Wars Miniatures Rules** The rules are updated to make them compatible with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the units from the movies such as Wookiees, etc. \$30.00

**Star Wars Miniatures Battles Set** A special boxed set which includes the Star Wars Miniatures Rules plus 12 lead-free platinum 25mm miniatures. Valued at \$82.00. \$70.00

**Star Wars Miniatures Battles Vehicle Starter Set** A special boxed set including the Star Wars Miniatures Battles Companion and three miniature vehicles, the Rebel snowspeeder, Rebel speeder bike, and Imperial Biker Scout; and five dice. \$65.00

**Star Wars Miniatures Companion** Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, etc. \$25.00

**Star Wars Movie Trilogy Special Edition** 200 page hardback book. From the glittering spires of Coruscant to the blistering Dune Sea of Tatooine, the secrets of the Star Wars universe are at your fingertips. This fully indexed volume features scores of new artwork and photographs from the re-released Star Wars trilogy movies, and gives detailed game information on characters, ships, planets, equipment, etc. \$45.00

**Star Wars Planets Collection** Within this 256 page book are two dozen worlds waiting to be incorporated into Star Wars adventures. From the dangerous trader port of Celanon, to the mining centers on Gaceron and the criminal haven of Korbin, this supplement has something for every Star Wars campaign. \$40.00

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**Tales of the Jedi Companion** Four millennia before the rise of Emperor Palpatine, Jedi Knights struggle against the dark side of the Force and its minions. This companion to the popular Dark Horse comic book series features detailed game statistics and histories for the people, places, starships, vehicles, and droids involved in the epic battles up to the Great Sith War. \$40.00

**Tanaga Sector Instant Adventures** Race to recover the secrets in the Meccor File, in a daring hijacking, scoop uncharted reaches, plunge into the intrigues of a noble house, etc. 32 full color character templates are included. \$24.00

**The Black Sands of Socorro** A frontier world far from the tyranny of the Empire, Socorro offers opportunity, wealth, and danger. Travel the Doaba Badlands, learn the secrets of the infamous Black Blar'ir smuggling coalition, explore his unforgettable world. \$30.00

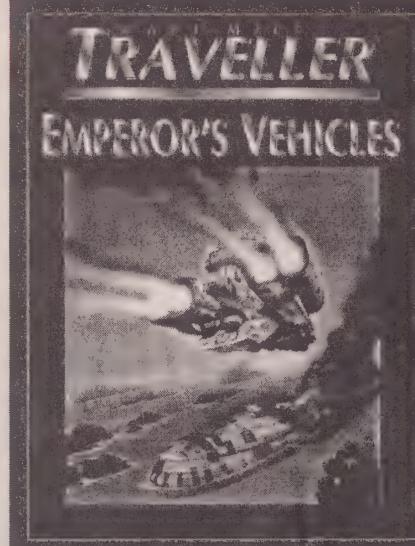
**The Jedi Academy** Based on the novels by Kevin Anderson. The resurrected Emperor is defeated, Leia Organa Solo and the New Republic struggle to rebuild in the aftermath of this terrible conflict, and Luke Skywalker begins his search for new Jedi students. But one of Luke's students is corrupted by the Dark Side, and becomes the new Dark Lord of the Sith - and now the New Republic is threatened. \$37.50

**The Thrawn Trilogy Sourcebook** This book is a compilation of *Heir to the Empire*, *Dark Force Rising*, and *The Last Command*. These tell the story of Timothy Zahn's three novels, which are about five years after the Battle of Endor, where the Empire was almost about to be defeated, when a new evil leader arose, Admiral Thrawn, who pushed the New Republic to the edge of utter destruction. \$45.00

**The Truce at Bakura Sourcebook** Cold-blooded invaders from beyond known space assault the Imperial held world Bakura; Luke Skywalker, Leia and Solo lead a Rebel force to come to their aid, and they establish a desperate alliance with the tattered Imperial forces. But should the unlikely allies can overcome the aliens, can the Imperials be trusted? Based on Kathy Tyer's novel. Hardcover book. \$35.00

**Wanted By Cracken** You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes, Imperial officers, bounty hunters, smugglers, assassins, etc. \$25.00

**Wretched Hives of Scum & Villainy** The cantina in Mos Eisley spaceport was just one of thousands of similar dives throughout the galaxy. Come on in and make yourself comfortable while visiting eight eighth bars, tapcafes and clubs frequented by smugglers, spies and bounty hunters. With heaps of adventure ideas. \$29.00



**Fire, Fusion and Steel** Completely updated and integrated into T4 ed of Traveller, this is comprehensive vehicle design. Everything from ground cars to grav tanks, system patrol boats to atmospheric cruisers, the rules let you design each vehicle down to the last detail to suit your adventures of your campaign. \$35.95

**First Survey** This vital companion to Milieu 0 is an atlas of the 50 or so sectors that were the Vilani Empire and its surrounding territories. The star systems of the Sylean Federation are well defined. Further out, systems are less charted. \$31.95

**Gateway! Adventure Two** Far from their starting point the explorers come across a gateway, a means to get back. But sensors indicate the device is buried under a huge city which is presently gripped in the clutches of an alien war. \$20.95

**Imperial Squadrons** Fleets of starships vie for dominance among the pocket empires and the growing Sylean Empire. Now you can play on the flagships of enormous space fleets, drawing resources and conquering worlds. \$36.00

**Long Way Home: Adventure One** The mission: a covert reconnaissance deep into uncharted territory beyond the borders of the new Sylean empire. But that mission is quickly disrupted as the adventurers jump out of system in their extended duration survey class Scout ship. With five interlinked scenarios and heaps of maps etc. \$20.95

**Milieu 0: The Third Imperium** The first Milieu reference book chronicles the emergence of the Third Imperium from the Long Night. Cover the early years of the Third Imperium, its initial steps to explore the galaxy, of its economies and strategies for doing so and its politics for administering the fledgling empire of the Emperor who has brought it all to pass, of its closest allies and worst enemies.. With many adventure hooks for players and GMs. \$31.95

**Milieu 0 Campaign** Traveller's campaign world is revealed. The barbaric long night has passed. Starships once again ply the space lanes, and civilisations are reawakened to the vast interstellar community of worlds. This book opens the way for GMs to begin and maintain an epic game where players ride the waves of history. Hardback book. \$47.95

**Missions of State** Companion to the *Nobles* sourcebook, these are selected adventures which pit noble characters against formidable odds, negotiating treaties and delivering diplomatic pouches. \$39.00

**Naval Architects Manual** A book full of deck plans for Traveller campaigns. Ideal for any adventure situation, there are hundreds of deck plans to represent starships, bases, orbital stations, starports. \$36.00

**Nobles** The Imperial noble families are gathering their power in Milieu 0, setting up the dynamics of the future. Integrate your noble character into their hierarchy. Due Feb. \$39.00

**Pocket Empires** The new Imperium is growing, reaching out to neighboring worlds after the Long Night, expanding in power and influence. Some of the worlds they contact are already part of smaller empires. Pocket Empires, also gain from centuries of barbarism. Now you can manage and own Traveller worlds. \$37.00

**Psionic Institutes** The beginning days of the new Sylean empire are a time of open acceptance of psionic powers and those who have them. Institutes range in size and reputation from established universities with influence at the highest levels to fly by night charlatans and fake salesmen that keep one step ahead of the authorities. \$36.00

**Starships** A valuable reference book with 108 pages, detailing the starships of the Traveller universe, including ship names, statistics, anecdotal info, black & white illustrations for each ship, deck plans, and more of those stunning full color paintings. Also features the Standard Ship Design System. \$31.95

**Traveller GM Screen** A four panel GM screen plus the Memory Alpha adventure, written by Marc Miller. The characters agree to a high-paying mission with a catch - they must undergo a memory wipe upon the conclusion of the mission, and then the real mission begins as they try to learn what exactly did they do during that mission? \$20.00

**Trinity**

**Marc Miller's Traveller**

SCI-FI Classic Traveller set in the days before the chaos of the rebellion. By Imperium Games.

**Marc Miller's TRAVELLER, RPG** With the demise of GDW, Marc Miller, the creator of Traveller, is back in charge of the game. Traveller has been completely rewritten and revised with this 190 page book, which is lavishly illustrated with B&W and full color pictures. The game returns to the simpler structure of Classic Traveller while allowing for multiple levels of complexity. The time period covers from 4700 BC to 5367 AD. This book is the basic rules set and background for players and GMs. It unravels the secrets of man's conquest of the stars, helps you create heroic characters, lets you fight for survival in deep space and on hostile planets; you can create and design new starships; full rules on psionics; alien races are covered as well as animal encounter tables, etc. \$39.95

**Alien Archives** This volume presents twelve minor races for use in any Traveller campaign. Each is suitable for non-player and player character status. There are character generation rules, and rules for encountering these races within the Imperium as well as within their native world. In their worlds, these minor races can be very strong. \$34.95

**Aliens, Volume 1** Two interstellar civilisations: the Aslan, noble carnivores challenging the growth of human colonies on their frontiers; and the Vargr, genetically altered savage canine stock, raiding human worlds for plunder. Due March. \$47.95

**Anomalies** Take an adventurous odyssey among the star systems of the growing Imperium. Wander the systems of Core sector, discover the secrets of a strange, psionic child; enter and explore a research station, and confront the many mysteries of worlds of humans beneath other suns. Can be played as 9 stand alone adventures or one massive interlinked campaign. Great reading! \$35.95

**Central Supply Catalog** Collating virtually every item ever published for Traveller, tossing out some, adding new stuff and reformatting it all for the new Traveller, makes this an invaluable book. With a full selection of all the "good stuff", with background and new rules to use them with, plus a bug-free set of design rules for you to create your own small vehicles. \$34.95

**Emperor's Arsenal 5** A great book detailing the weapons of Tech Level 0 to Tech Level 16+, from spears and slingshots to crossbows and shields, from blasterweapons and cannons to machine guns and mortars, from guided missiles to Hazers from waterwinkers to plasma cannons, etc. as well as new weapon rules. \$36.00

**Emperor's Vehicles** Dozens of typical vehicles for land, air, and ocean adventuring. Every vehicle is fully illustrated and described for easy integration into your campaign. \$36.00

containing expanded information on the 22<sup>nd</sup> century universe. Also has an introductory story. Due Feb. \$24.00

**Lunar Rising** The first psi order sourcebook describes the clairvoyant order of visionaries and explorers, the ISRA agents, who are based on the moon. Due May. \$24.00

**Trinity Dice** Set of 10 10-sided dice. Due May. \$13.00

**Trinity Technology Manual** Describes an incredible array of devices, from palm-sized minicomps to deep space freighters, repeating lasers to vocoders. Also descriptions of new and unique biotech. Due June. \$25.50

## Vampire: The Masquerade

**HORROR** A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. By White Wolf.

**Vampire: The Masquerade 2nd Ed.** Hardback Explains the concepts of this mature-age RPG, with a background for vampires, how to define characters, interaction with the story, the drama, creating a setting and telling a story, etc. Its atmosphere is dark, exotic & brooding, but with a sense of the macabre, the populous sense of Vampire, a new gothic vision of romance laid atop today's hyper-technic MTV world. That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. \$39.95

**Vampire: The Masquerade on CD-ROM** Along the lines of the AD&D CD-ROM, this CD-ROM includes the primary RPG, the Players Guide, the Storyteller's Handbook, the Players Guide to the Sabbat, Storyteller's Guide to the Sabbat, a city generator that creates city histories, locations, encounters, indoor and outdoor 3D maps, a character generator that contains all of the abilities and powers from the core books, a document generator for creating realistic game props, a screen-saver, and a find feature & hypertext links. IBM Requires: Pentium 100+, Win'95, 16mbRAM, SVGA. \$65.00

**A World of Darkness 2nd Ed.** Venture into those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA. \$28.95

**Book of Nod** Pocket sized book that contains the records of the birth of the undead, with invaluable insight into vampire origins. \$14.95

**Chicago Chronicles Vol 1** A compilation of two classic Vampire sourcebooks, Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. \$34.95

**Chicago Chronicles Vol 2** Two classic vampire sourcebooks, Chicago By Night 2nd Ed and Under A Blood Red Moon. Also features the next chapter in the epic fall of Chicago. No vampire is safe, not from werewolves or each other. \$31.95

**Chicago Chronicles Vol 3** A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. \$31.95

**Clities of Darkness** City life crushes our spirit. Traffic, Crime, Corruption, Inhumanity, Rumors and legends abound as we strive to cope with each horror and save what's left of our identities, before we become the monsters that stalk the urban sprawl. But for some its too late. Combines *D.C. By Night* and *New Orleans by Night*. What goes on in the nation's capital and America's party town after night, when the undead come out? It's all one big celebration. \$32.00

**Clities of Darkness # 2** Includes *Berlin by Night* and *Los Angeles by Night*, two cities united in their fight for freedom, Berlin from under mortal domination, and LA, from under vampire rule. \$32.00

**Clities of Darkness # 3** An account of Kindred control, corruption and conspiracies across America. This book combines the previously out of print *Dark Colony* and *Alien Hunger*. \$25.50

**Clan Book: Assamite** Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought by the Kindred to dispose of their enemies. \$15.95

**Clan Book: Brujah** History, traditions, myths and secrets of Clan Brujah, 10 temples of characters, & mysterious powers. \$15.95

**Clan Book: Gangrel** How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. \$15.95

**Clanbook: Giovanni** The last Clanbook is the Giovanni, who are final in many ways. Steeped in blood and treachery, this sinister clan of necromancers worms its way through the jihad while feigning non-involvement. With its connections to the Mafia. Discover the bloody legacy of these insular undead, and their even deadlier future. \$16.00

**Clan Book: Lasombra** From their webs of shadows the Lasombra guide the destiny of the dread sabbat. Unseen even by themselves, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kind and kindred. \$15.95

**Clan Book: Malkavian** An extremely warped Clan, whose members are all insane (as is this book). The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. \$15.95

**Clan Book: Nosferatu** Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. \$15.95

**Clan Book: Ravnos** Gypsies, vagabonds, and charlatans, the cunning vampires of Clan Ravnos roam the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving cut-throats. \$16.00

**Clan Book: Seelie** Called corrupt by even the most crooked Ventri, the Seelie are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. \$15.95

**Clan Book: Toreador** A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. \$15.95

**Clan Book: Toreador-XI T-Shirt** \$29.00

**Clan Book: Tremere** 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. \$15.95

**Clan Book: Tzimisce** Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. This book is strictly *adults Only*. You cannot order it unless over 18 years. \$15.95

**Clan Book: Ventri** The vampires of Clan Ventri understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventri know they are they only hope. \$15.95

**Dark Destiny** A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. \$31.95

**Dark Destiny III: Children of Dracula** A hardback novel with a collection of short stories ranging from Dracula, his offspring to the power of the Camarilla and the Sabbat, and the fear brought on by the Antediluvians. Due March. \$35.00

**Diablerie** A combination of the two out of print titles *Awakening* and *Bloody Hearts*. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. \$19.00

**Dirty Secrets of the Black Hand** Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. \$27.95

**Elysium: The Elder Way** The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. \$23.95

**Ghouls: Fatal Addiction** By day they walk among mortals as

SCI-FI White Wolf's latest complete roleplaying system, this one set 150 years into our future.

**TRINITY RPG Limited Edition** Was called *ÆON*. A century and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds, as well as establishing orbital colonies and terraforming Mars. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called Aberrants, monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are psions - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. With guidance from the enigmatic Ao Trinity, psions hope to protect humanity from its own twisted reflection so that Earth's people can take their rightful place among the stars. Investigate the unearthly Qin, beings at once supremely human and disturbingly alien. 318 pages, 152 in full color, which prevent a very detailed overview of life in the 22<sup>nd</sup> century. \$48.00

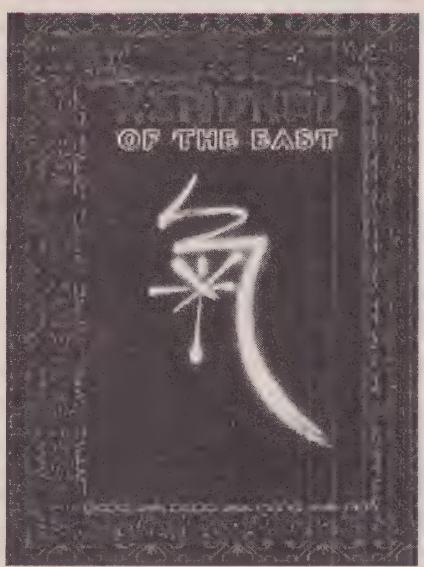
**Darkness Revealed: Descent into Darkness** The indigent are disappearing from Lunar slums. The few found are dead and missing vital organs. Members of two psi orders may not only know about it, they may be behind it! Due Feb. \$25.50

**Hidden Agendas** The Trinity storytellers screen and a booklet

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invincibles; by night they crawl among Kindred as fodder and slaves. They are ghouls, suspended between the lure of eternity and gates of damnation. \$24.00

**Kindred of the East** A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few Children of Caine dwelling in Asia whisper of the monstrous Cathayans, the shadowy vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the kindred a facade of omnipotence. But now the new age is at hand. This sourcebook details these eastern deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information. \$40.00



**Laws of the Night** For Mind's Eye Theatre. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire. \$17.95

**Liber des Goules The Book of Ghouls** For Mind's Eye Theatre. Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. \$17.50

**Montreal By Night** For 18 years and over only. Welcome to Montreal, unallowed shrine of our most glorious Sabbat. We're so glad you came. Walk our catacombs in search of blasphemous knowledge. Enjoy all manner of titillating diversions with our deliciously putrescent "Toy." And forget that language barrier nonsense; we'd be delighted to hear you scream for mercy in English or French. \$24.00

**Mummy 2nd Ed** From the ancient sands of Egypt they return again and again, fighting an ons-ward war. Discover the blessing and curse of Rebirth and aid the undying mummies in their eternal struggle against the children of Caine. \$28.95

**New Orleans By Night** Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. \$10.00

**Player's Guide 2nd Ed** Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2206) \$34.95

**Player's Guide to the Sabbat** History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) \$23.95

**Prince's Primer** A resource for Vampire or Mind's Eye Theatre, with thoughts from princes, anarchs, and others on how to rule a city successfully; the infamous "A Manifesto on Becoming Prince", conclave reports, etc. \$17.95

**Storyteller's Handbook 2nd Ed** Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Code # 2222) \$28.95

**Storytellers Handbook to the Sabbat** Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) \$23.95

**Storyteller's Screen** + 16 page story-adventure. \$17.95

**The Inquisition** While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from town to town, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. \$18.95

**The Kindred's Most Wanted** Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. \$23.95

**The Giovanni Chronicles II: Blood & Fire** Continues the story two centuries later, in Rome. The Giovanni clan, its members foul necromancers all, seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. \$28.95

**The Giovanni Chronicles III: The Sun Has Set** A lot changes between the Anarch Revolt and the Victorian Era, but the Giovanni are still scum. Join the hunt for the lost lone of Cain. \$28.95

**The Masquerade 2nd Ed** Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. \$28.95

**The Masquerade Book of Propri** This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as it's never been before. \$23.95

**The Masquerade: The Elder's Revenge** "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. \$17.95

**The World of Darkness: Demon Hunter X** Describes the witch-hunters of the Far East. Their mastery of Chi and weaponry should be more than up to the task. Due June. \$24.00

**The World of Darkness: Gypsies** The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. \$23.95

**The World of Darkness: Hong Kong** Hong Kong, exotic,

vibrant, and deadly. The mortal power structure isn't the only thing changed about this city. Under the cover of Chinese occupation, a myriad of supernatural powers via for dominance. April. \$29.00

## VAMPIRE NOVELS

**3. On A Darkling Plane** When an unknown enemy assails his people, Sinclair rouses himself to command the defense, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilisation. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. Who is she? \$9.50

**4. As One Dead** In the shadows of Toronto, anarch vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour - a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted? \$9.50

**5. A Dozen Black Roses** Deadtown is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire huntress with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. \$30.00

**6. The Essential World of Darkness** Contains five novels, including Vampire Diary, The Embrace, Shaman Moon, Lightning Under Glass, Except You go Through Shadow, etc. \$25.00

## The Masquerade of the Red Death Trilogy

**1. Blood War** For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble. \$9.50

**2. Unholy Allies** Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. \$9.50

**3. The Unbehoden** Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organisations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. \$9.50

## Vampire: The Dark Ages

**HORROR** White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

**VAMPIRE: THE DARK AGES RPG** A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience & casual brutality. Life is cheap and for the taking, and few gain say the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun & the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. \$44.95

**Book of Storytellers Secrets** Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assasins killers in the Holy Land. \$24.00

**Clanbook: Cappadocian** At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What's the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world? \$19.00

**Clash of Wills** The Earl of Galtre lies on his deathbed and his hands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for salvation - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player characters are involved in a dark journey of mystery. \$13.00

**Constantinople By Night** Come to doomed Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. \$23.95

**Libellus: Sanguinis Masters of the State** Includes vital information on the three classes of nobility, the Lasmobra, Tzimisce, and Venefex; expanded discipline powers, new abilities and details of clan activities in medieval Europe, hints of secrets. \$24.00

**Liege, Lord and Lackey** Who would serve Cainites, the dread lords of the Long Night? The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghosts, what vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters - you can play Vampire without being a vampire! \$24.00

**The Long Night** The Mind's Eye Theatre rules for Vampire: The Dark Ages. Includes everything needed to play in a chronicle set in the Dark Medieval world. \$17.95

**Three Pillars** Lords and ladies, abbots and nuns, serfs and guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierarchy with their own society of the Long Night? \$29.00

**Transylvania By Night** A sourcebook depicting the classic vampire country of Eastern Europe as it was during the Middle Ages. The denizens have known the tread of the Hun, the Roman, the Magyar - yet they stand defiant. A dangerous place. \$29.00

**Transylvania Chronicles I: Dark Tides Rising** To whom should a coterie lend its support: the monstrous Tzimisce, the murderous Tremere or the expansionist Ventrue? Or should the Cainites stake their own claim in Transylvania? March. \$24.00

**Vampire: The Dark Ages Companion** Welcome to the Long Night. Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness at the foot of the children's beds. Run with the Children of Cain through the moonless nights of Dark Medieval Europe. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, and pagans, etc. \$32.00

**Vampire: Dark Ages Storytellers Screen** Four panel screen plus book of character record sheets. \$17.95

## VAMPIRE: DARK AGES NOVELS

**1. Dark Tyrants** Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. \$20.00

**2. To Sift Through Bitter Ashes** Obsessed with acquiring the Holy Grail for the Lasmobra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil. \$9.50

## Warhammer Fantasy

**FANTASY** Traditional fantasy setting - in fact, Games

Workshop's Warhammer Fantasy world. Printed under license by Hogshead Publishing.

**WARHAMMER FANTASY ROLE PLAY** This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilised and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. \$45.00

**Apocryphus** Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFB/Battles. 128 pages. \$24.00

**Death on the Reik** The sequel to *Shadows Over Bogenhafen*. Can be played as a stand alone adventure or as part of the *Enemy Within* Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. \$27.00

**Dying of the Light** All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. \$24.00

**Doomstone Vol I: Fire & Blood** A chance discovery in the mountains puts the adventurers on the trail of the legendary Orcish war-farce, the Bloodaxe Alliance. They must retrieve their last journey to find the powerful artefact, the Crystals of Power. Mystery & adventure. \$35.00

**Doomstone Vol II: Wars & Death** Reprints *Death Rock* and *War & Death*, and contains new material. Can be played as a sequel to *Fire & Blood*, or as a stand alone adventure. The player characters must follow a line of clues to track down four crystals with a terrible, dark secret, that have been cleverly hidden in a *dark* mountain. Mixes investigation, exploration and combat. \$37.00

**GM's Screen & Reference Pack** Four panel GM Screen and two 16 page booklets, one being a revised critical hits system, which will not be reprinted anywhere else; the other is a full index for the rulebook, a calendar for the game world, etc. \$24.00

**Shadows Over Bogenhafen** The enemies within the Empire. This book is a compilation of two old titles, *The Enemy Within* and *Shadows Over Bogenhafen*. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc. \$24.00

## Wasteworld

**SCI-FI** Set in Earth's dark post-holocaust future. By Manticore.

**WASTEWORLD RPG** With B&W and color artwork in the league of *Heartbreaker*. In the dark future of a dying earth five warrior civilisations prepare for the final conflict. In each mighty megacity, technology is an ideology that shapes the destiny of billions. The enigmatic Machine Gods of Prometheus grant their followers the gift of bionics. The ever-reincarnating samurai defend their Shogun with swords of light. The Lords of Hyrule sculpt their followers into super human soldiers, using the terrifying power of biotechnology. The decadent nobles of Ikarus descend from their flying city in razor-winged battlesuits to prey on the lands below. The exiled aliens of Janus defend the world's last starport. A very, very dangerous world awaits you. 288 pages. \$40.00

**Forceshield** Your typical card GM screen plus a campaign pack which includes complete details of the nasty little town of Toxic Springs, a series of adventures, detailed encounter tables, optional combat rules, advanced psionic rules. \$20.00

**Hydra** The genclans reshape entire nations using the sinister secrets of biotechnology. They grant their followers superhuman powers. Complete details of 12 genclans, complete section on biotechnology. The deadly Swarm and its warrior castes. \$34.00

**The Shogunate** The mightiest of the megacities. It is also on the verge of anarchy. Six brutal overlords prepare to lead their clans into civil war. The prize is the title of Shogun. Thousands of immortal samurai and deadly ninja prepare to battle using super weapons of great power. Includes a complete martial arts system, details Psycher temples, etc. \$24.00

## Werewolf

**HORROR** Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wyrms. By White Wolf.

**WEREWOLF 2nd Edition** Completely revised for the best quality, with improved combat rules, fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictographic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. \$40.00

**Axi Mundi: Book of Spirits** Axi Mundi, the World Tree. The spiritual center of the world. The Garou know it well, for they must place themselves at the Tree, the center of creation, to work their rituals. And in the branches and among the roots, the spirits await, to assist or punish. \$28.95

**Bastet** A Changing Breed book. Now the secrets of the elusive werewolves are revealed. This players guide presents expanded rules for running the Bastet as player characters, it also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles, a nose for trouble, and a hunger for life. \$29.00

**Book of the Wyrm** Detailed information on the Black Spiral Dancers, the hideously lost tribe of the Garou, subsidiaries of Penitex and their machinations, traits & rules for Banes, fomori, Incarna, etc. \$23.95

**Chronicle of the Black Labyrinth** A compilation of Wyrm lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrm secrets are revealed here. \$17.95

**Combat** When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with an World of Darkness RPG, not just Werewolf. \$23.95

**Corax Tribebook** If you want the dirt, they have it. If you want to know a nasty little secret about your enemy, ask the Corax. This Changing Breed book details the society of werewolves. Feb. \$23.95

**Freake Legion** Penitex wants to speed up the process of human evolution. If nature won't do it quickly enough, Penitex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. \$23.95

**Kinfolk: Unsung Heroes** Now players can explore what it is

be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of a human fighting a werewolf's fight. \$24.00

**Laws of the Wild** Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the last, best hope this planet has: the Garou. 248 pages. \$24.00

**Litanies of the Tribes Vol 1** A compilation of three Tribe books: Black Furies (their history & culture, 3 ready to play characters), Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown, kicked around, abused, rejected, outlaws. But they stand up for the hobos and desolate who live on the streets), & Children of Gaia (who believe the Wyrms cannot be defeated with its own vices as they believe understanding and forgiveness will prevail), and new material: secret info about these three tribes in the modern and wild west. \$32.00

**Litanies of the Tribes Vol 2** Combines several out of print books, Flanna, Get of Fenris, and Glass Walkers Tribebook. For Werewolves & Werewolf Wild West. Due June. \$32.00

**Midnight Circus** A World of Darkness sourcebook. Come and visit Anastagio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... \$24.00

**Nuwsisha** Another Changing Breed book. Spotlights the werewolves, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. \$19.00

**Outcasts: Player's Guide to Pariahs** Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Mage Hollow Ones. \$23.95

**Project Twilight** US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? \$18.95

**Rage Across Appalachia** Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. \$28.95

**Rage Across the World** Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caerns: Places of Power, and Rage Across Russia. \$31.95

**Rage Across the World Vol 2** The War of the Apocalypse rages across the globe as the Wyrm seeks to destroy Gaia. This book includes Rage Across Australia and Dark Alliance. Vancouver. \$31.95

**Red Talons Tribebook** We are wild - unquenchably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. \$15.95

**Shadow Lords Tribebook** A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. \$15.95

**Silent Striders Tribebook** How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realized that the whole world stretches before them. \$15.95

**Silver Fangs Tribebook** They are the heroes of Garou legend: the kings, the stars, the champions. Once noble, they have now fallen into madness and arrogance, but with the coming of a new king, they have hope. \$16.00

**Stargazers Tribebook** For millennia, they have pursued the Truth. Now they are in the final stages of their tribal journey, and the Answer may be within reach. \$16.00

**Uktena Tribebook** The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a dark price. May. \$16.95

**Warriors of the Apocalypse** Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. \$23.95

**Werewolf Chronicles Volume 1** Preserves the earlier, now out of print classic Werewolf sourcebooks, *Rite of Passage*, and *Valkenburg Foundation*. \$24.00

**Werewolf Chronicles Volume 2** Gets back to the root of Werewolf with two out of print classics, *Ways of the Wolf* and *Monkeyrevench: Pentex* - a book on the lupus Garou and the Wyrdly embodiment of their enemy, the Wyrm's Pentex. \$24.00

**Werewolf Dice** Includes 9 high-quality 10 sided dice, one Moon die, and a dice cup. \$12.00

**Werewolf GM Screen 2nd Edition** The GM foldout screen & pad of tables, with adventures to help storytellers get started. \$15.95

**Werewolf Players Guide 2nd Ed** Ed packed with information on the Garou, their packs, mooks, caerns and duels. Also detailed are the old, hapless ferals from the merciless weresharks to the sagacious werecats. Hardcover. Due April. \$24.00

**Werewolf Storytellers Handbook** With advise, tips and essays on Storytelling, for creating a complete living mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. \$24.95

**Who's Who Among Werewolves: Garou Saga** A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. \$17.95

## WEREWOLF NOVELS

**2. The Silver Crown** The Silver Fangs king is dead, and of two contenders for the throne, one intends to find the tribe over to the Wyrm. The other must find the Silver Crown to stop him. \$9.50

**3. Call to Battle** This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage... \$9.50

## Werewolf: The Wild West

**HORROR** Like Vampire spawned a historical version, Vampire Dark Ages, now Werewolf has gone back to its past. By White Wolf.

**WEREWOLF: THE WILD WEST RPG** A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttle far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. \$45.00

**Ghost Towns** Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! How to create haunted locales, plus five complete ghost towns. April. \$24.00

**Werewolf: The Wild West Storyteller Screen** Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. \$25.00

## Wair-Rae

**FANTASY** By the authors of the Australian Realms magazine, this is a generic RPG supplement.

**WAIR-RAE** This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Una sourcebook and tells the story of the elven of Wair-Rae who are driven by the ambition of mad High King Caemarou to achieve the prophecy of the Anisiae, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. \$15.00

## The Whispering Vault

**THE WHISPERING VAULT RPG** A complete roleplaying game where beyond the realm of flesh is an unseen realm of essence where the dreaming spirits dwell. Slipping across the Rift between the Realms the unbidden indulge in their bloody passions in the world of men. The most resolute of those who oppose these renegades are chosen to serve a higher purpose as Stalkers - immortal guardians of the flesh. You play one of these Stalkers, supernatural entities with strange powers who pursue their otherworldly prey across time and space to the darkest corners of mankind's history. With simple game mechanics. \$31.95

**The Whispering Vault GM's Screen** The standard 3-panel GM Screen. \$11.95

**Dangerous Prey** Know your enemy. Easier said than done when the foe is an inhuman entity possessed of powers and motivations no mortal could hope to comprehend. Only by transcending the flesh can the chosen earn the eternity necessary to taste the madness of the Unbidden. Explore the Lairs of the Architects, Weave Husks over otherworldly Minions, and do battle with 32 new Shadows. \$23.95

**The Book of Hunts** Contains six complete adventures, and also introduces the Crossroads to the Realm of Essence for the first time, a taste of what's to come in the world of Vault. One adventure includes man on the verge of discovering the secrets of the black hole - but some doors are best kept locked. \$24.00

## Wraith

**HORROR** White Wolf's next instalment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. By White Wolf.

**WRAITH RPG 2nd Ed** A 292 page hardback book. Death wasn't the end, Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. \$45.00

**Artificers Guildbook** Spirits in the Material World. "So, kid, you thought you were not stuff on the heap while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry back then you were only human. Now, you're something else. See you on the inside!" Includes history of the guild. \$16.95

**Charnel Houses of Europe: The Shoah** It makes me shiver to the bone to recall what I saw of the Restless during the Second World War. There began to appear in the Shadowlands scores upon scores of wraiths from the outer realms of Poland and Russia whose families they breached the Shroud naked, heads shaved, scarred and cut. And there was an abhorrence in the air when they came, a stink of burning. For over 18 year olds only. \$24.95

**Dark Kingdom of Jade** The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands, and terrors unknown in the sheltered halls of Stygia await unwary travellers. \$23.95

**Dark Kingdom of Jade Adventures** Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead. \$23.95

**Guildbook: Haunters** Even among the Restless Dead, there are some who are regarded as just a little...off. They make walls drip blood, time double back on itself, and the living die of fear. Contains the mysterious link between the Haunters & the Wyld. Haunter recruiting practices - & no, they're not pretty; & new ways to torment the living. \$19.00

**Guildbook: Masquers** Why are the Masquers feared and misunderstood? Because they can change their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmogrify other wraiths into tapers...and yet, they all seem so nice. \$18.95

**Guildbook: Puppeteers & Pardoners** Learn why the masters of possession, the Puppeteers, are intent on sending hordes of Risen across the Shroud. Find out why the Pardoners are hiding in their basement, and why they play by the rules. \$29.00

**Guildbook: Sandmen** The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. \$18.95

**Guildbook: Spooks & Oracles** Spooks like to break things, oracles don't. Spooks like violating the laws of the dead, but the oracles don't. Spooks throw things around the real world, oracles are more refined. So why is everyone scared of oracles, and not scared of spooks? Due March. \$24.00

**Haunts** A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierachy, Heretic, and Renegade Haunts, & rules to create new Haunts. \$24.00

**Hierarchy** The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. \$19.00

**Love Beyond Death** Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existence, the promise of love is one of the only beacons of hope in the face of Oblivion. \$16.00

**Mediums** A guide to mediums, those who speak with the dead. Includes rules on tips on these mortal characters. \$24.00

**Midnight Express** An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any

destination in the Shadowlands.

\$18.95

**Necropoli**: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlantis in the Shadowlands, info on the Kindred for Vampires. \$23.95

\$23.95

**Oblivion** For Mind's Eye Theatre. Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and gargoyle. \$29.95

\$29.95

**Shadow Players Guide** Every wraith has his own personal whisper in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to commit acts of depravity and evil until he is lost forever in the void. \$29.95

\$29.95

**The Book of Legions** From the soulforged monstrosities of the Machine Gods to the Beggar Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the power of the Unholy Eye, it's all here. \$29.95

\$29.95

**The Face of Death** A large footscap book full of morbid black and white art from the new Wraith game. \$20.95

\$20.95

**The Quick & the Dead** When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. \$18.95

\$18.95

**The Risen** Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with her. \$18.95

\$18.95

**The Sea of Shadow: Storytellers Guide to the Tempest** The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. \$18.95

\$18.95

**Wraith Character Kit** Includes a player's screen, character sheet, death certificate, & other insert items. \$17.95

\$17.95

**Wraith Dice** Includes 10 high-quality 10 sided dice, and a dice tube. \$12.00

\$12.00

**Wraith Players Guide** An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcana, and abilities. \$28.95

\$28.95

**Wraith Storyteller Screen 2nd Ed** GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional game info. \$18.95

\$18.95

## WRAITH NOVELS

**1. Caravan of Shadows** While alive, Joey Castello was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. \$9.50

**2. Beyond the Shroud** Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife. \$34.95

**3. Death & Damnation** An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages. \$7.95

## Dark Kingdoms Trilogy

**1. The Ebon Mask** Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. \$9.50

## Zero

**ZERO RPG** These days it is rare to find a game with an original concept - but at last, this game has one. Eventually a human, all your life you and your brothers and sisters have lived as part of the Hive. Always you are in complete harmony with those around you, linked telepathically in a warm fellowship of minds, nurtured by the powerful mental presence of Zero, your queen. Then suddenly one day your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then hive cybernetic-soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel" without a clue, so what on Earth will you do? Can you go up against Zero and survive? Can you rejoin the hive? Why were you rejected? Also features heaps of stunning full color computer-graphic generated artwork. \$40.00



# COMPUTER GAMES

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Pre World War II

### ADVANCED CIVILIZATION

AH By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element. 8 players can play via online; there are three levels. All the various units can be selected, defend your lands against the various invasions. You need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization, and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! IBM Requires: 486, CD-ROM, 8mbRAM, SVGA.

\$90.00

### ADMIRAL: SEA BATTLES

Mainstream A time when pirates and rogues seized control of land ships. You will lead campaigns to rid the seas of these vermin and reclaim lost lands. Find out if these pirates are acting alone or under the direction of a rival country. Build forts for protection, and when you're done, defend your lands against the various invasions. You need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization, and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! IBM Requires: 486, CD-ROM, 8mbRAM, SVGA.

\$90.00

### AGE OF EMPIRES

Microsoft A Red-Alert style game with a difference - this one is set in the historical ancient world! Command one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians, Hittites, Japanese or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an early start in the Stone Age, you can move through the Bronze Age, Iron Age, and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Bronze Age and Iron Age. There are a range of single player and multiplayer missions. Damn good fun! IBM Requires: 2sp/CD-ROM, Pentium 90, 9mbRAM, SVGA, Win 95.

\$90.00

### AGE OF RIFLES 1846-1905

SSI This is a 3D real-time strategy game set in the 19th century. This is a stunning looking game, set in a time when the rifle dominates the battlefield. Put you in command of troops from around the world, fighting the endless battles that raged between 1846 and 1905. Much more than a Civil War game, this game includes battles of Europe, Asia, and South America. You can create your own scenarios. There are over 1,000 uniform combinations, 80 weapons, 28 nationalities. Gunshot, explosion and fire animations bring the battlefield to life. Can be played single player, two player, and via modem. Includes a campaign editor, stagflation, 60 scenarios, etc., including US Civil War, Franco-Prussian War, Mexican-American War, Russo-Japanese War, Soldier Queen. IBM Requires: CD-ROM, 486/66, hard disk, 8mbRAM.

\$50.00

AGE OF RIFLES CAMPAIGN DISK Three campaigns and 30 scenarios for Age of Rifles. Includes 7 battles from the British Colonial Indian Mutiny, the Wars of Italian Unification, and General Hood's Army of Tennessee goes on the offensive to divert the Union from invading Georgia in 1864. \$40.00

Special - \$25.00

### AGE OF SAIL 1775-1820

TalonSoft Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered Sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Navy, Continental Navy, French, British, Spanish, Dutch, Portuguese, etc. With complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can head to head via modem or versus the computer. IBM Requires: 486/66, 8mbRAM, Windows 3.1+, SVGA.

\$90.00

### AIDE DE CAMP

HPS At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 square miles, you can zoom in to a single building, zoom out to see the movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. IBM Requires: VGA, 3.5" FDD, hard disk, 9990.

Special - \$25.00

### BATTLEGROUND: ANTIETAM

Talon A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Set in the middle of the Civil War, the game follows the Union and Confederate forces along the banks of Antietam Creek. Layton attention to detail, gorgeous 3-D graphics and full color re-enactment videos blend into an exciting extravaganza of true multimedia entertainment. Command some or all of your army. Also includes the Battle of South Mountain. IBM Requires: 486/33, Win 3.1+, CD-ROM, 8mbRAM, hard disk.

\$90.00

### BATTLEGROUND: NAPOLEON IN RUSSIA: BORODINO

Talon The sixth Battleground title. After a series of indecisive battles, steadily retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow, fell, turned and faced Napoleon for one final battle. The Russian army, under Marshall Kutuzov, had recently doggedly defended the road to Moscow, and sought out an onslaught of Napoleon's massive Grande Armée! Cossacks charge amidst this momentous struggle. Can you as the French take the Great Rebuff from the Russians early enough to take advantage of it? Can you as the Russians hold your line intact long enough for the day to end in a stalemate? IBM Requires: Win 3.1+, 486/66, 2sp/CD-ROM, hard disk, 8mbRAM.

\$90.00

### BATTLEGROUND: BULL RUN

TalonSoft The seventh Battleground game. Includes two complete battles. First Battle of Bull Run in July 21<sup>st</sup> 1861, which found J.E. Johnston's outnumbered Rebels fighting as a desperate defense against a powerful army of Union McDowell. It ends in the Battle of Bull Run. Then J. Jackson joined his forces to become "Stonewall". And the Second Battle of Bull Run in August 28-30, 1862. Following the summer, Robert E. Lee lured John Pope's Union army into a deadly trap on the already blood-stained fields of Manassas. IBM Requires: 486/33+, Win 3.1+, hard disk, 2sp/CD-ROM, 8mbRAM.

\$90.00

### BATTLEGROUND: GETTYSBURG

TalonSoft This is the 2nd title in Empire's magnificent "Battleground" series of wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement set. Units are regimental, you can play the 1st, 2nd, 3rd day or the whole three day campaign. With extensive combat sound and video clips. Absolutely fantastic. IBM Requires: Windows 3.1+, 386/33+,

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world's most advanced and exciting combat helicopters. Both games feature realistic and arcade options for instant action, three combat areas modelled from real terrain data, 30 combat missions and multi-mission campaigns. **IBM Requires:** 486/66, 8mbRAM, SVGA, hard disk, 2xpCD-ROM. \$40.00

**IF-22 Raptor** **IM**  
The flight simulator of the F-22 Raptor. Features photorealistic terrain rendered from real satellite photos and elevation data of Bosnia and Ukraine, a truly dynamic campaign system that gives never the same missions twice, a massive cockpit where the controls all work, instant action or missions or campaigns, huge variety of planes and vehicles, all participating in the ground and air war, etc! **IBM Requires:** Win '95, 4xpCD-ROM, Pentium 90+, 16mbRAM, SVGA. \$80.00

**JANE'S FIGHTERS ANTHOLOGY** **EA**  
The definitive air combat collection, combines three previous games: *Advanced Tactical Fighters*, *NATO Fighters* and *US Navy Fighters*. Fly top-notch fighters from all over the world, spanning 40 years of aerial combat. With over 100 planes and hundreds of missions, this is the complete dogfighting experience. Includes a mission designer, six campaigns, etc. **IBM Requires:** Pentium 90, 16mbRAM, SVGA, 4xpCD-ROM. \$90.00

**Longbow 2 Jane's Combat Simulations** **3DFX**  
An amazing new graphics engine, combined with a host of new innovative new multi-player features, multiple aircraft types, and the ultimate helicopter experience. With photo-realistic terrain effects, 3D virtual cockpit, seven different helicopter types to fly, an instant action mode, gives arcade-style shoot'em up missions, interactive training missions, etc. **IBM Requires:** Win '95, Pentium 130+, 16mbRAM, 4xpCD-ROM, hard disk, SVGA. \$90.00

**M1A2 Abrams** **Interactive**  
Imagine 70 tons of steel and raw firepower thundering across the landscape at 40mph - with you in command! Command a platoon of four tanks or an entire company with other vehicles, artillery and helicopters, from a variety of external views and a multi-zoom map view. Blast your way through battles and campaigns from Middle Eastern deserts to the Ukrainian steppes and the Balkan mountains. Control your tank as driver, gunner or commander. Includes up to date Russian and US equipment, 3 different campaign theories: Persian Gulf, Bosnia, Ukraine. Unlimited single battles and 8 campaign scenarios. Multiplayer network play. **IBM Requires:** Pentium, CD-ROM, Win '95, 2xpCD-ROM, 16mbRAM. \$80.00

**NUCLEAR STRIKE** **EA**  
It's a race against time as you face nuclear terrorism that could trigger World War III. Follow the trail of a madman from the tropical islands of the South Sea to the forbidden valleys of Asia. Command a high tech covert organisation equipped with the latest in military hardware. Swap across photo-realistic 3D terrain as you lay waste to enemy installations and hardware. With 15 different vehicles to fly or drive, great graphics, enemy and friendlies react to your behaviour, gripping cinematics, customizable interface. **IBM Requires:** Win '95, Pentium 130+, 16mbRAM, 4xpCD-ROM, hard disk, SVGA. \$100.00

**SPACE BATTLE SOFTWARE COLLECTION** **SOFT**  
With over 15 great shareware space adventure or arcade games, including Space Flight Simulator, Elvis in Space, Space Kill! Defenders, Space Miner, Space Pilot, Space War!, Astro Fire, Asteroid, Meteor Mission, Line Wars, Windoids, Gradius, Astra Blaster, VGA Alien, Fleet Tactical Combat and Pioneer. **IBM Requires:** 386/23+, Win 3.1, SVGA, 2mbRAM, CD-ROM, hard disk. \$15.00

**SPYCRAFT** **ACT**  
Enter the world of international intrigue. It's you against faceless enemies in a rush to unravel a high-level assassination plot. Arm yourself with authentic spy tools, high-tech weapons and professional skills true to CIA operations. They confront realistic global scenarios where decisions you make determine the balance of world power. Includes secrets about spycraft revealed by ex-Director of the CIA and KGB; stunning computer generated graphics, 35mm film, actual CIA footage and dozens of Hollywood actors. **IBM Requires:** 486/66, 8mbRAM, hard disk, SVGA, CD-ROM, mouse. \$50.00

**SSN-Tom Clancy** **Virtus**  
Tom Clancy brings you his first CD-ROM. The mission briefing is that Chinese hard-liners have staged a daring raid on one of the world's last great untrapped oil reserves, setting the stage for a rejuvenated Communist dictatorship. Representing the US Navy, you command an LST and a Los Angeles-class nuclear submarine, the submarine, the USS Condor. Over 360 feet long and brimming with state-of-the-art electronic warfare systems, she is the finest fast attack sub in the world. The fifteen missions you encounter during the game lead you through the realistic scenarios which could be taken from tomorrow's headlines. Many of the threats you face are real; some threats are hypothetical. All of them are dangerous. **IBM Requires:** Pentium 60, Win '95, SVGA, 8mbRAM, hard disk. \$70.00

**SU 27 FLANKER** **SSI**  
From Russia comes the definitive military flight simulator. The first flight sim to fly under state-of-the-art Windows '95 technology. Includes a power mission editor that lets you do everything from single training missions to planning and executing full campaigns. With detailed briefing/describing. This is repeated to be the most realistic flight sim ever for the PC. **IBM Requires:** 486/66, 8mbRAM, 16mbRAM, 2xpCD-ROM. \$50.00

**SU 27 Flanker Mission Disk** Includes 150 new missions, a new 16 player multipilot capability over local area networks, significant enhancements to enemy AI, extended mission editor. \$40.00

**SU 27 Flanker Squadron Commander's Edition** Includes SU 27 Flanker and the SU 27 Flanker Mission Disk. \$60.00

**USNF'97 US NAVY FIGHTERS** **EA**  
Jane's Combat Simulations presents the '97 version of the best selling flight sim. US Navy Fighters '97 features refined 3D shapes and terrain textures, multiplayer gaming, and complete Jane's reference material on all USNFC aircraft. This new version combines the original USNF data disk and a Vietnam campaign. With 15 powerful aircraft under your command, including the F/A-18 Hornet, the Sea Harrier, and the venerable A-4. From the cockpit you can fly for ten missions of the toughest air combat in modern history, also F/A-18 Hornets, F/A-18 Hornets, MiG-17, MiG-21F. Lead realistic air and ground missions against North Vietnam in an historical campaign based on actual US carrier operations. **IBM Requires:** Win '95, Pentium 90, hard disk, 4xpCD-ROM, 16mbRAM. \$50.00

## Science Fiction

**7th Legion** **EMG**  
Centuries ago, the Chosen abandoned a dying Earth. Now they're coming back...and they are in for a rude welcome. An absolutely stunning graphic game featuring real-time action/strategy, focusing on battle for the first time rather than micromanagement. Single player mode is available for progressive tech levels, 26 different attack units can be fulfilled, battle tanks enable massive global attacks and power-ups to turn the tide of battle. Intense cinematic scenes, 40 massive missions including indoor and night scenarios, multiplayer or head to head via modem. **IBM Requires:** Win '95, 16mbRAM, Pentium 100+, CD-ROM. \$85.00

**Ascendancy** **Virgin**  
Explore the unknown galaxy as you search for a new home for your people. Choose your species, decide your own strategy. Explore out new worlds and begin new colonies. Using research and resources, you'll design incredible ships, plot fantastic voyages, and do battle in alien star systems. **IBM Requires:** 486/33, CD-ROM, SVGA, 8mbRAM. \$30.00

**BATTLECRUISER 3000** **GameTek**  
A spaceflight simulator, conquest and exploration supergame. Combines strategy, space combat simulation, and resource management, all in an exquisitely detailed and expansive real-time space environment. The game features a massive 3D map, over 200 planets, over 40mb of digitized speech. **IBM Requires:** Pentium, 8mbRAM, SVGA. \$90.00

**BLADE RUNNER** **Westwood**  
Immerse yourself in the dark, gritty world of Los Angeles 2019, where you become the hunter and the hunted. Groundbreaking real-time story structure creates a unique experience every time you play. Stunning visual effects, as well as atmospheric soundscapes, will make you feel like you're in real-time. Your CD-ROM with over 100 interactive environments, including the original movie sets, interact with over 70 characters with their own agendas. **IBM Requires:** Win '95, Pentium 90+, 16mbRAM, 4xpCD-ROM, SVGA, hard disk. \$90.00

## BABYLON 5 SCREEN SAVER Shadow Wars

**SS**  
The other screen saver has sold out, but a new limited edition has come out, so you still can buy it. This all new limited edition CD-ROM packs a vast collection of multimedia: 25 video clips, 75 wallpaper scenes, sounds, and animated cursors, plus a multi-level arcade style shoot-em-up where you control a Starfury in a game like *Space Invaders*. **IBM Requires:** 486/33, Win 3.1+, 8mbRAM, 2xpCD-ROM, SVGA. \$40.00



## CHASIM The Rift

**DI**  
*Quake*-style game. Prepare for terror in this gripping 3D action shoot'em up, full of gore and death. Time you are left to battle in this horrific hellhole of multi-level interconnected missions populated by grotesque mutating creatures. Your goal is to demolish the time channels and rid the earth of these deadly beasts. With spectacular effects including rain, wind, dust, sparks, explosions. Has a level editor and 3D stereo object-linked surround sound. **IBM Requires:** 486/100+, 16mbRAM, CD-ROM, SVGA. \$60.00

## COMMAND & CONQUER + Covert Ops Westwood

This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematic connecting together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from taking over the world. You can play as the US forces, or as the Nod forces, or divide your forces, and with various gauntlets, all combat is in real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *Covert Operations* includes 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire. 8 missions are NOD, 7 are GDI. There are seven new audio tracks. **IBM Requires:** CD-ROM, 8mbRAM, VGA. \$30.00

**COMMAND & CONQUER for Windows** New Windows '95 features include Internet help, SVGA graphics, screensavers, smooth scroll screen, see four times the battlefield/new screen sidebar. **Requires:** Pentium, Win '95. \$75.00

**Command & Conquer Hint Book** \$40.00

**Command & Conquer Collector's Edition** Includes Command & Conquer game, the Original Dune II game, Limited Edition Poster, C&C Soundtrack CD, and a signed certificate of authenticity. \$99.00

**Command & Conquer: Gold** Add ons for *Command & Conquer* and *Warcraft II*. 1,800 new levels! Plus cheats, editors, weapons, patches, utilities, network maps, *requires as per said games*. \$40.00

**RED ALERT** This is a complete game, the sequel to C&C. Dark experiments have permanently altered time. Or have they? Soviet tanks crush city after city while Allied cruisers shell bases. Spies, tank, land mines wait, and strange new technologies add both sides in their struggle for ultimate control. With thirty new units and structures to choose from including MiG's, spies, destroyers, submarines; create battlemaps with new terrain editor, over 40 missions to play and dozens of multiplayer maps, three game difficulty settings, battlemaps are twice as large as in previous versions, 150 close-ups and action movies. **IBM Requires:** Win '95, Pentium 90, 16mbRAM, 2xpCD-ROM, SVGA, hard disk. \$75.00

**Red Alert: The Collectors Pack** Contains Red Alert, Red Alert Audio, T-Shirt and Poster. \$90.00

**Prima's C&C Red Alert Secrets & Solutions Unauthorized Hint Book** \$30.00

**Red Alert Counterstrike** The official expansion. Features 16 new missions, over 100 new multiplayer missions, new units including Tesla tanks, Elite Super Soldiers, Wonder Dogs, Superjets; the key to unlocking giant ant missions, new music, 3 difficulty settings, etc. \$40.00

**Are You Ready & Alert** The ultimate add on for Red Alert. Extra levels, patched maps, cheats, scenario's sounds, levels, tips and tricks - it's all here. \$40.00

**Red Alert: The Aftermath** An official add-on. With new Alien units that include stealth Chronotanks, unit-repairing field mechanic, explosive demolition truck, new Soviet units include a formidable Tesla tank, a sea-to-land missile subbase, electrifying shock troopers. 18 new missions, 100 new multiplayer maps, some being twice the size. \$30.00

**CONQUEST EARTH** **Eidos**

*Red Alert* style game. In 1997 the NASA space probe Galileo plunged into the atmosphere of the great gaseous giant Jupiter. But the aliens living on Jupiter saw this as an act of war, and decide to wipe out the humans living on the poisonous Oxygen based world, Earth. You can play as Earth or Jovians, each race with different units and strategies; realistic lighting effects, stunning explosions, night missions, damage to buildings and terrain, non-linear gameplay. Can be played over a network. **IBM Requires:** Pentium 90, 16mbRAM, SVGA, 4xpCD. \$89.00

## CRUSADER - NO RETRIBUTION

**ORI**  
As a Silencer - one of the elite enforcers of the World Economic Consortium - you're sent to the planet Earth to collect information on the human population. What does that leave you? You go over to the Resistance, the same pack you used to hunt down. Now, your former employers better watch their backs because you're coming after them with all the firepower at your command. No pity...no mercy...no remorse. Has 15 missions, 16 weapons, fully rendered SVGA graphics that look superb, you can run, jump, roll and crouch, the game is played from a semi-top-down 3-D view, there is visible damage from every round fired, a variety of terrain types, refineries, labs, military bases, and a space station. You can repair, gun turrets etc! **IBM Requires:** 486/66, 8mbRAM, CD-ROM, SVGA, hard disk. \$20.00

## CRUSADER - NO REGRET

**ORI**  
The sequel: You're a renegade Silencer out to settle a score with the powerful World Economic Consortium. Only your instincts, agility and firepower can get you through in once piece to the ultimate confrontation with your greatest enemy. Explore ten multi-level environments packed with incredible detail, death and destruction. 19 devastating weapons let you freeze, shatter, blaster, vaporise and incinerate your enemies. Destroy everything in sight and see visible damage from every shot. Evade traps, discover secrets and battle devious enemies rendered in stunning SVGA. Run and ride with 21 fast-action maneuvers. **IBM Requires:** 486/75+, 8mbRAM, hard disk, CD-ROM, SVGA. \$30.00

**Crusader No Regret Official Guidebook** \$30.00

## DARK COLONY

**Take2**  
A sci-fi based real-time strategy game in the vein of *Red Alert*. It has been 200 years since man reached Mars. Now corporations battle over habitats systems with each other and aliens. Defend against all enemies, alien or domestic. Features UFO mothership dropping facility upgrades, the ultimate ground assault warriors, unique realistic destruction - massive fiery explosions send units rolling, disintegrating, even dissolving. Fire and smoke have a realistic, translucent look; large, highly detailed units that explode in a more, more spectacular fashion. You can transfer command units from one campaign to the next. Up to 8 players per 40 missions, jungle, desert and underground terrain types. **IBM Requires:** Pentium 90, Win '95, 16mbRAM, 2xpCD-ROM, SVGA, hard disk. \$70.00

## DARK EARTH

**MicroProse**  
A real-time graphic adventure. Earth is a dark world. Dust and debris chokes the air and your flesh is being attacked by a deadly virus. Poisonous clouds drift across the black sky; animal and plant life has all but died out. In this unforgiving landscape you must uncover a secret that will help restore the one thing that can save all humanity - Light! Fight treacherous, greedy and bizarre characters in fully constructed 3D unique characters, 26 minutes of video scenes, 200 pre-recorded camera views. Easy to control characters, mouse control, conversations, and inventory management. **IBM Requires:** Win '95, Pentium 75, 8mbRAM, 4xpCD-ROM, SVGA. \$70.00

## DARK FORCES - STAR WARS

**LUC**  
DOOM meets Star Wars! And the result is roaring success. With graphics and world detail the equal of DOOM, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Empire. Alliance, or the Rebel Alliance. You'll be sent down to worlds such as Bespin, Tatooine, Alderaan, and many others. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense droids, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult,

with more to do than just explore and shoot everything that moves. In one mission you have to find and switch on a generator so that power is restored to automatic doors, before you can achieve the objective. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good Fun! **IBM Requires:** 486/33 +, 8 mb RAM, CD-ROM, VGA, hard disk. **IBM - \$40.00** **MAC - \$40.00** **PlayStation - \$90.00**

## DARK REIGN

**Activision**  
This is one of the best looking *Command & Conquer* style games. A colossal war your civilization must enter the heart of empire at war. You have to use your military power and alter the destiny of a galaxy. With stunning graphics, you can create missions and maps easily, the AI is highly responsive and unpredictable, command over 35 units such as suicide bombers, hostage takers, saboteurs, etc. Head to head via modem, or up to eight players on a network; units travel slower and faster on roads, you can set waypoints, units can hide in ravines or underground. **IBM Requires:** Pentium 90+, 16mbRAM, 2xpCD-ROM, hard disk, SVGA, Win '95. **IBM - \$40.00** **PlayStation - \$90.00**

## DEFIANCE

**Visceral**  
A Quake style game. It's a brand new day. You're testing an awesome new one-man gunship and you're blasting the hell out of those stationary turrets. Suddenly the walls come crashing down and the test is no longer a test. It's a battle for survival. All hell break loose as eighteen different nightmarish monsters try to kill you. They come from everywhere, including from below and above. Solve baffling puzzles to move between levels, integrate 3D levels of intense action. Innovative 3D cinematics between levels, and, if you've ever get there, an epic movie at the shocking conclusion! **IBM Requires:** Win '95, Pentium 90, 16mbRAM, 2xpCD-ROM, hard disk. **IBM - \$75.00**

## DOFUS

**RS**  
*A Doom*-style game with a role playing option. Degenerate freaks have taken over the scientific research station on Alchibide and it's up to *Deus* to regain control. All from a 3D *Doom*-style perspective. With ten weapons to put fear into your enemies, such as commando knife, heavy laser, machine gun, pistol, spear, spear thrower, grenade, nail gun, plasma pistol, etc. Full movement options, including roll, jump, climb, swim, and use a jetpack. Also great for multi-player free for all, joined via null-modem or modem or network. Has 28 levels. This special uncut version has 20 controversial scenes. **IBM Requires:** 386/33+, 8mbRAM, VGA, 2xpCD-ROM, SVGA, hard disk. **IBM - \$20.00**

## DOCTOR WHO Destiny of the Doctors

**BBC**  
The Master holds the seven incarnations of the Doctor as prisoners in a vast combat arena. He must be challenged, and you are the challenger - an electro-telepathic entity created by the Doctor. You must defeat the Master to free the Doctors. With a real-time environment, Daleks, Cybermen, Sea Devils, etc; original video clips, specially shot video clips, 28 quests, up to 20 hours game play. **IBM Requires:** Pentium 90, 16mbRAM, SVGA. **IBM - \$75.00**

## DOOM II

**idSoftware**  
Now available for DOS and Windows '95. You continue to play the tough Marine. You beat the bad guys in DOOM 1, but now they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain doom. **Requires:** DOS/Windows '95, 8mbRAM, 2xpCD-ROM, SVGA, hard disk. **IBM - \$20.00**

## DOOM 3D

**idSoftware**  
A special release version of the original DOOM plus a whole new episode 9 new levels - called The Flesh Consumed. These are expert levels that are so much the first 29 seem like a walk in the park. **Requires:** CD-ROM, 386/33+, 8mbRAM, VGA. **IBM - \$60.00**

## THE ULTIMATE DOOM

**idSoftware**  
A special release version of the original DOOM plus a whole new episode 9 new levels - called The Flesh Consumed. These are expert levels that are so much the first 29 seem like a walk in the park. **Requires:** CD-ROM, 386/33+, 8mbRAM, VGA. **IBM - \$60.00**

## DUKE NUKE 'EM ATOMIC

**3D Realms**  
With families 3D explores you battle sinister aliens through the banded streets of LA in the future, where through many levels you escape a prison nightmare and fight through streets and buildings to reach the alien leader's orbiting station, and then onto the surface of the moon itself. Aliens fly on small scuttlers, you get to swim and fight underwater; weapons include automatic sidearms, rocket launchers, pipewhorns, etc. You can run, jump, climb, swim, and use a jetpack. Also great for multi-player free for all, joined via null-modem or modem or network. Has 28 levels. This special uncut version has 20 controversial scenes. **IBM Requires:** 386/66, 2xpCD-ROM, VGA, 8mbRAM, hard disk. **IBM - \$50.00**

## DUKE NUKE 'EM 3D Kill-A-Ton Collection

**3D Realms**  
Includes Duke Nukem 1 and 2, Duke Nukem 3D, Plutonium Pak, Duke it Out in CD, Duke II, Duke Xtreme, Interactive Strategy Guide, and Level Editor. **IBM Requires:** Pentium 90, 16mbRAM, VGA, hard disk. **IBM - \$90.00**

## DUKE NUKEM Game Secrets Unauthorized Hint Book

**3D Realms**  
Detailed maps for every mission, locations of all secret places, cheat codes etc. **IBM Requires:** Pentium 90, 16mbRAM, VGA, hard disk. **IBM - \$28.00**

## DUKE ! Zone

**3D Realms**  
500 new levels for Duke Nukem Full Version, including all new graphics as you fight in cities, underwater, outdoors, etc. **IBM Requires:** Pentium 90, 16mbRAM, VGA, hard disk. **IBM - \$40.00**

## Duke Assault

**3D Realms**  
1500 new levels for Duke Nukem Full Version, including all new graphics as you fight in cities, underwater, outdoors, etc. **IBM Requires:** Pentium 90, 16mbRAM, VGA, hard disk. **IBM - \$40.00**

## EARTH 2140

**TopWare**  
A *Red Alert* style game. The year is 2140 AD. Repeated wars and environmental disasters have forced the governments of the United Civilised States (UCS) and Eurasian Dynasty (ED) to evacuate the entire population from their underground cities. But as most of the world has been turned into wasteland, the last survivors of the UCS and ED now engage in the last world war. There are 55 real-time missions, five different types of terrain, 30 additional missions available in the network version for up to six players, 70 types of battle vehicles, even self-destructive systems. **IBM Requires:** Win '95, Pentium 90, 16mbRAM, VGA, 2xpCD-ROM. **IBM - \$90.00**

## EARTHSHIEGE 2

**Sierra**  
Cybrid HERCs have turned upon mankind and attack the earth in one last bid for survival. The forces of the United Civilised States (UCS) and the Eurasian Dynasty (ED) are fighting to defend their home. **IBM Requires:** 386/33+, 8mbRAM, VGA, 2xpCD-ROM, SVGA, 16mbRAM, hard disk, Windows '95. **IBM - \$40.00**

## EXCALIBRE 2555 AD

**Telstar**  
The legendary sword, Excalibre, has been stolen by raiders from the future. As Merlin's apprentice, you are sent forward in time, equipped only with a broadsword and limited spellcasting ability, to reclaim the sword. Over 300 3D locations to visit, find hidden puzzles, full speech on all characters, atmospheric sound, enhanced lighting and resolutions for the 3D graphics card. **IBM Requires:** Win '95, Pentium 100, 16mbRAM, 4xpCD-ROM, SVGA. **IBM - \$75.00**

## EXTREME ASSAULT

**Bluebyte**  
You're looking for an incredible adrenaline rush, you will enjoy this stunning shoot-em up. Aliens have secretly set up operations on Earth, and it's down to you to ruin their sinister plans. Blast them from the skies with your futuristic Sioux AH-23 helicopter and pulverise them on the ground with the next generation T1 assault tank. Take on 41 different enemy units, enter an amazing world with 57 missions, explore towering heights of giant alien architecture and underground labyrinths. **IBM Requires:** 486/100, 2xpCD-ROM, SVGA, 16mbRAM. **IBM - \$90.00**

## FALLEN HAVEN

**Interactive**  
A *Command & Conquer*-style game. The planet New Haven was supposed to be a paradise, an idyllic, peaceful new home for colonists from Old Earth. But that was before the wars broke out, before the provinces turned on one another, and before the aliens arrived. Unwittingly, Earth scientists awoke the sleeping giant of the Tauran war machine. The same deep-space probe that first discovered New Haven also alerted the aliens. Now the warlike Taurans have mounted a campaign, descended upon New Haven with the goal of total conquest. With strategic and ploy play, this game offers a unique blend of real-time strategy and real-time strategy, play as human or aliens, more than 50 territories to conquer in each scenario, and multiple difficulty levels. **IBM Requires:** Win '95, 2xpCD-ROM, SVGA, 16mbRAM. **IBM - \$80.00**

## FALLOUT

**Interplay**  
A role-playing game in the tradition of the classic *Wasteland*. 1,000 people have been living in a nuclear fallout shelter for 80 years following a worldwide nuclear holocaust. But the water recycler has broken down, and they are chosen to go to the surface to find a computer chip to fix it with. With gorgeous semi-top-down 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. A meticulous turn-based combat system lets you wound, cripple or kill, and can make your own character. Improve your character's skills through strength, agility, and intelligence. When you interact with other characters, the ones you're not nice to will return to you in later meetings. If you insult someone, don't expect them to be nice to you later. **IBM Requires:** Pentium 90, 16mbRAM, VGA, 2xpCD-ROM, hard disk. **IBM - \$90.00**

## FINAL LIBERATION Epic Warhammer 40,000

**SSI**  
Games Workshop's Epic Warhammer 40,000 Space Marine game becomes a computer wargame! This is a turn-based strategy game that puts you in charge of

vast armies (similar to *Warhammer Fantasy: Shadow of the Horned Rat*). Commanding the movements of the Imperial Guard and their devastating war machines, you fight the lousome orks. The game has two main modes. The primary mode will be a campaign with you commanding the human forces, including Ultramarines, Space Marines, and the Thundersmith Orks. Onslaught, the second option is a free for all between networked players or versus the computer. In this you play orks or humans. Graphics are stunning. There are 85 unit types to command. **IBM Requires:** Pentium 90, 16mRAM, \$50.00, SVGA, hard disk, 256CD-ROM, hard disk.

### FORCED ALLIANCE

A stunning flight simulator which has consequences of rank - as you progress from the rank of Cadet to Captain, you'll go from taking orders to giving them. The power and responsibility of commanding an entire fleet of ships will be yours. The great Intergalactic War has left the galaxy in chaos. And a steadily increasing barrage of attacks on human ships leaves you with only one choice. You must set out on a series of covert missions to defeat the enemy. Every mission you do, every enemy you kill or let go, will have an effect on the ever changing war. Flightman graphics are stunning, with the option to turn off your combat, but all keyboard commands use logical keys, such as G for gun, M for missile, N for nearest target, etc. **IBM Requires:** 486/100+, 16mRAM, CD-ROM, SVGA, hard disk, 32pCD-ROM, hard disk.

### Ripcord

A stunning flight simulator which has consequences of rank - as you progress from the rank of Cadet to Captain, you'll go from taking orders to giving them. The power and responsibility of commanding an entire fleet of ships will be yours. The great Intergalactic War has left the galaxy in chaos. And a steadily increasing barrage of attacks on human ships leaves you with only one choice. You must set out on a series of covert missions to defeat the enemy. Every mission you do, every enemy you kill or let go, will have an effect on the ever changing war. Flightman graphics are stunning, with the option to turn off your combat, but all keyboard commands use logical keys, such as G for gun, M for missile, N for nearest target, etc. **IBM Requires:** 486/100+, 16mRAM, CD-ROM, SVGA, hard disk.

### GALACTIC CHALLENGE

Four sci-fi games in one pack, being *Star Control I* where humanity is about to be destroyed by a savage coalition of alien races; *Star Control II* where the war is over and humanity can now explore and colonise 500 stars with 3,000 planets; *Renegade Battle* *Star* where you command a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. **IBM Requires:** 486/66, 16mRAM, hard disk, 32pCD-ROM, SVGA.

### SSII

Four sci-fi games in one pack, being *Star Control I* where humanity is about to be destroyed by a savage coalition of alien races; *Star Control II* where the war is over and humanity can now explore and colonise 500 stars with 3,000 planets; *Renegade Battle* *Star* where you command a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. **IBM Requires:** 486/66, 16mRAM, hard disk, 32pCD-ROM, SVGA.

### G-POLICE

The G-Police patrol doomed cities on planets beyond this world, where life's as disposable as yesterday's news and multi-national corporations rule. And when Jeff Slater joins up to investigate the death of his sister, things really begin to get nasty. Played over 35 interstellar missions, you get the chance to patrol the streets of the future in your own heavily armed Gunship. The minutely detailed landscapes form a dazzling backdrop to action packed gameplay. The story keeps you guessing till the very end. Gunship has 360° manoeuvrability. Graphics are absolutely stunning! **IBM Requires:** Pentium 90, Win 95, 48pCD-ROM, 16mRAM, Supports MMX and Accelerator Card. **IBM Requires:** Pentium 100, 16mRAM, SVGA, DOS ONLY.

### GUNDAM 0079 The War for Earth

### Presto

A futuristic new universe is at your command. It's universal 0079. Off-planetary space colonies represent Earth's only hope for the future. But the Duchy of Zeta longs for freedom, and they'll stop at nothing to get it. Don the prototype Gundam 0079 Mobile Suit and lead the United Federation into battle against the forces of the Zeta aggressors. This gripping 3D adventure gives 360° movement and viewing. With great graphics, you can select from a variety of weapons, an option of 1st or 3rd person views. **IBM Requires:** Pentium 90, Win 95, MAC or IBM - \$45.00, 48pCD-ROM, 16mRAM, SVGA.

### HEAVY GEAR

This game is a space-based on the Heavy Gear roleplaying game, leaves all others behind! With a stunning, fluid animation system. Highly detail buildings, rocks, rolling 3D terrain that looks like terrain! You can build a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the 16 provided Heavy Gears. Deploy squadrons and call in air and artillery strikes while you pilot your own heavy gear, has stunning cut-scenes and character based missions. Features huge mobile landships. You can kneel, side-step and crouch. Very highly recommended. **IBM Requires:** Win 95, Pen 90, 16mRAM, SVGA, 48pCD-ROM, hard disk.

### Activation

This game is a space-based on the Heavy Gear roleplaying game, leaves all others behind! With a stunning, fluid animation system. Highly detail buildings, rocks, rolling 3D terrain that looks like terrain! You can build a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the 16 provided Heavy Gears. Deploy squadrons and call in air and artillery strikes while you pilot your own heavy gear, has stunning cut-scenes and character based missions. Features huge mobile landships. You can kneel, side-step and crouch. Very highly recommended. **IBM Requires:** Win 95, Pen 90, 16mRAM, SVGA, 48pCD-ROM, hard disk.

### IMPERIUM GALACTICA

### GT

A new empire-building space game. You begin as a Lieutenant on a Destroyer, charged with restoring peace to a newly discovered sector. Scale the Imperial ranks and your missions become increasingly challenging. New technologies, new weapons, new responsibilities. Only you can decide how to handle warfare, colony management, research and production. Space and your ships are expanding. Small alien empires through diplomacy or brute force. There are seven alien races, two renegade human empires, endless worlds, endless wars. With 174 structures to build on colonies, control up to 93 planets, real time space battles, and 75 technological breakthroughs to be made. Also has one hour of full motion video clips of the storyline. **IBM Requires:** 486/100+, 8mRAM, SVGA, hard disk, 48pCD-ROM, hard disk.

### INCUBATION Battle Isle Phase Four

### BlueByte

Travel to the colonised planet of Scayra, and enter the dark and terrifying world of incubation, the latest episode in the Battle Isle Saga. The alien natives have mutated into blood-thirsty monsters, and it's up to you and your squad of marines to save the colonists from them. With real-time 3D environment, 35 turn based, tactical missions, 5 distinctive battlefields, 30 different soldiers, 11 different monster types, 24 weapons, 17 equipment, and can be played multi-player. **IBM Requires:** Pentium 90, 16mRAM, hard disk, SVGA, 25pCD-ROM. **IBM Requires:** Pentium 90, 16mRAM, hard disk, SVGA, 25pCD-ROM.

### JEDI KNIGHT - Dark Forces II

### LucasArts

I'm really excited about this game, *Jedi Knight*, the sequel to *Dark Forces*, the *Doors* style 3D Star Wars action game. It has all the features you want, including multiplayer capability. Kyle Katarn is a young mercenary sent to infiltrate the Empire. He embarks on a quest into his past and learns the mysterious ways of the Jedi. As he progresses, he uncovers deep secrets of the Empire, and the secret of a hidden Jedi burial site. This task forces Katarn to confront his own dark past. He then must decide his own destiny, as the dark side beckons him strongly. If he resists and follows the light side, he has a huge job ahead of him. Each of the seven dark Jedi have their own special characteristics - one fights with two lightsabers. There are a variety of weapons, old and new. The most exciting new weapon is the lightsaber. Basic force powers include enhanced jumping, seeing through walls, healing powers, telekinesis, etc. Looks fantastic. **IBM Requires:** 486/CD-ROM, 16mRAM, hard disk, SVGA, DOS ONLY. **IBM Requires:** Pentium 90, 16mRAM, hard disk, SVGA, DOS ONLY. **IBM Requires:** 16mRAM, hard disk, SVGA, 25pCD-ROM, hard disk.

### KKND Krush, Kill 'N' Destroy

### MH

This game threatens to literally blow your mind during the incubation phase unless you're a real mind reader. If it failed to find my sound card and asked me to install manually, which erased my sound card setup! The game just crashed after that point, so I gave up. If you still want to play this game, it is in the league of *Command & Conquer*. When the survivors emerge from their bunkers after years underground, they find that the world has changed. The horrors of the 2079 Nuclear War are nothing compared to the new enemy they must face - the Muties, who lived above ground this entire time, and are not willing to share the world. **IBM Requires:** Pentium 66+, 16mRAM, hard disk, SVGA, CD-ROM.

### KKND Extreme

### BMG

A complete game. It's nuclear war that threw the first stone, but in any case it was a big win. *KKND Extreme - Nuclear Decay* plastered all over it. Weathered rain down on you above and within a week it was left of humanity. Now that the radioactive dust has settled two groups battle for survival: a military community of humans; and a mutant race of surface dwellers who look just like bugs. With formidable computer AI, units gain experience, units can use 3D terrain to hide and launch ambushes, you can play as either side, etc. **IBM Requires:** Win 95, Pentium 90, 16mRAM, hard disk, SVGA, 48pCD-ROM.

### MASS DESTRUCTION

### BMG

The perfect excuse for mindless demolition and mayhem! Use your battle-tank's considerable array of high-impact weapons to surgically pick out strategic targets, and then annihilate everything that moves and reduce the horizon to a blazing heap of ruins! 25 missions. **IBM Requires:** Pentium 90, 8mRAM, hard disk, SVGA, 25pCD-ROM.

### MIC

This game has gone straight to being my No. 1 favorite space colonisation and conquest game. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. You can then settle different worlds, import insects, etc. You can produce war elements, subterranean, poisons, humans, etc. When you meet other players you can ally them, conquer them (and you don't have to exterminate their populations - at least a game that does this! You can simply stick your marines on the planet and the aliens serve you.) or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor me him. There are hundreds of tech levels and fields to develop, eventually letting you build up thirty different structures on your colonies - and this is my favorite part. There are many different types of structures, and the graphics are completely stunning and mesmerising. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and peaceful, that one of my friends always plays this game. I find the game relaxing and fulfilling. **IBM Requires:** 486/100+, 8mRAM, SVGA, hard disk, CD-ROM, soundcard. **IBM Requires:** 500, MAC - \$90.00, SVGA, 25pCD-ROM, hard disk.

### Master of Orion II Official Strategy Guide

### MECH COMMANDER

The first Battletech game of tactical combat. With an engine similar to *Real Alert*, you command many mechs instead of just one. Each mech is animated with over 100,000 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech you are chasing by seeing how deep the footprints are - assault mechs leave deep footprints! **IBM Requires:** Win 95, Pentium 120, 16mRAM, 48pCD-ROM, SVGA, DOS ONLY. **IBM Requires:** 16mRAM, hard disk, 25pCD-ROM, hard disk.

### MECHWARRIOR II

The opening cinematic sequence of Wolf Clan mechs is both breathtaking and has a music score without equal. Game play has the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join an army and command taking on an apprenticeship. The game is set in the 30th and 40th centuries in the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. **IBM Requires:** 486/66 minimum, 8mRAM, hard disk, SVGA, DOS 6.0 OR Windows '95. **IBM Requires:** Microsoft. **IBM Requires:** DOS ONLY. **IBM Requires:** mouse. **IBM Requires:** 16mRAM, hard disk, 25pCD-ROM, hard disk.

**IBM Requires:** 32pCD-ROM, hard disk, SVGA, DOS 6.0 OR Windows '95. **IBM Requires:** Microsoft. **IBM Requires:** DOS ONLY. **IBM Requires:** mouse. **IBM Requires:** 16mRAM, hard disk, 25pCD-ROM, hard disk.

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# 30 - Computer Games

The 3 popular point and click first-person Eye of the Beholder games are all available in this special package! In EOB#1 you experience the AD&D world like never before. In EOB#2 the bigger adventure includes a forest, temple, catacombs and three more levels. In EOB#3 you are transported to the ruined city of Myth Drannor. IBM: CD-ROM. \$60.00

## AD&D FORGOTTEN REALMS ARCHIVES SSI

A compilation of 12 Forgotten Realms computer games. These are: Pool of Radiance, Hillsfar, Curse of the Azure Bonds, Secret of the Silver Blades, Pools of Darkness, Eye of the Beholder 1, 2 & 3, Dungeon Hack, Gateway to the Savage Frontier, Treasures of the Savage Frontier, & Menzoberranzan. IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. \$90.00

## AD&D MASTERPIECE COLLECTION Bonus SSI

Six AD&D titles in one box. Dark Sun Shattered Lands, Dark Sun Wage of the Ravager, Ravenloft Strand's Possession, Ravenloft Stone Prophet, Forgotten Realms: Menzoberranzan and Al-Qadim: Genie's Curse. The bonus is that all the hints books for these games are included in the CD-ROMs. IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. \$60.00

## AD&D ULTIMATE FANTASY SSI

Five AD&D titles in one box. They are Dark Sun: Shattered Lands, Fantasy Empires, Dungeon Hack, Strongholds, and Unlimited Adventures. IBM Requires: 386+, CD-ROM, 8mbRAM, hard disk. \$50.00

# Miscellaneous

## ADIDAS POWER SOCCER

Play your way to the winning strategy and skill, or kick hard and foul your way to success in this king of the game! Multiplayer action via LAN, modem, Serial, IPX Network (1 copy of game needed for each player). Exclusive Adidas Team. Friendly matches, tournaments and league seasons. Real-life simulation and all-action arcade modes. Stunning realism and non-stop playability. IBM Requires: Pentium 133, 16mbRAM, hard disk, SVGA, 2spCD-ROM. \$60.00

## AFL '98 EA Sports

This is AFL the EA Sports way, the exclusive official AFL license featuring real teams and real players. Has all 16 AFL teams with 332 players, a 3D Virtual Stadium, commentary, spectacular marks, tackles, collisions, several types of matches, accurate player performance, etc! IBM Requires: Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, hard disk. \$39.00

## ALL-NIGHTER: Anthology 2 Various

Includes six great titles and six hot denos. The six games are: BlackThorne, the ultimate showdown between good and evil; BattleChess, SinCity, Castles II Siege and Conquest, the game of castle warfare; Cyberia and Frankenstein the Monster where you play the monster! IBM Requires: 486/66, 8mbRAM, SVGA, CD, Due July. \$60.00

## BROKEN SWORD II Virgin

An animated adventure. Intrepid adventurers George and Nico are embroiled in another mysterious escapade of brutality, calamity and immortality in this sequel. The discovery of a sinister drugs ring reveals an arcane power of an ancient civilization. Kidnap, torture, astronomy and deadly drug barons are the least of your worries. IBM Requires: Win '95, 16mbRAM, 486/66, CD. \$50.00

## EA SPORTS: CRICKET '97 Ashes Tour Edition EA

This edition includes the Australian and English Ashes teams, new commentary from what's "in" face, enhanced game play and realism, true 3D stadium, instant replays, options to play with and against your own custom created teams, etc. IBM Requires: Pentium 90, 16mbRAM, CD-ROM, SVGA, hard disk, Win '95. \$50.00

## CARMAGEDDON

SCI  
This game is sick and demented, got a lot of bad publicity, and hence is also very popular. (But you won't find it on my computer!) This is the nastiest driving game in the world. Put your wheels against 23 maniac drivers over 36 formidable race circuits in your quest to become the King of Carnage and the Prince of the Pile-up. You actually get points for running down people and farmyard animals. You can exchange these points while driving to repair damage or get better features. There is total freedom to explore every circuit in all its detail looking for hidden bonuses. Crash, crumble, burn, skid and jump in glorious 3D. Also supports multiplayer. (And it's really, really gross.) IBM Requires: Win '95 or DOS 6.2, Pentium 73+, CD-ROM, SVGA, 8mbRAM DOS, 16mbRAM Win, \$50.00

## CarMageddon Splat Pack

Eighteen new tracks, 15 new cars, 4 new environments, and more network levels. Requires as above. \$50.00

## CHAOS ISLAND Jurassic Park

DW  
Based on the film *The Lost World, Jurassic Park*. Evil hunters are trying to take over the lost world, and it's up to you to stop them. To do it, you'll have to collect eggs and raise an army of fighting dinosaurs. But watch out for hungry dinosaurs loose on the island and well armed evil hunters. Build an army of dinosaurs including T-Rex and Raptors. Fight your way through 12 different bone-crunching real-time missions. 3D animation is very good. IBM Requires: Pentium 90, 4spCD-ROM, 8mbRAM, Win '95, SVGA, hard disk. \$70.00

## COMBAT CHESS

empire  
Includes a chess engine written to Grand Master standard by a world champion chess programmer, with several levels of play. You can use traditional pieces, or you can use animated pieces, with over 600 animation sequences of when they fight, such as a Black Knight turning White Pawns into Jelly, the Queen headbutts the enemy King. IBM Requires: Pentium 90, 8mbRAM, 2spCD-ROM. \$70.00

## CONSTRUCTOR

Acclaim  
The most original strategy game ever devised - a compelling mix of tactics, action, humor, 3D graphics and dirty tricks. One to four players compete against the computer or each other to become millionaires. As a property tycoon, your ultimate goal is to control the city. Backed by bankers or loan sharks, you create industries, services, housing and even the inhabitants. As competition for land grows, so can the frustrations of your tenants, giving you and your opponents even greater stress. IBM Requires: 486/66, 8mbRAM, 4spCD-ROM, SVGA. \$90.00

## DEATH-HARD TRILOGY

BLIZZARD  
Three adventures in one! Three times the action! You're at the centre of three totally different thrill packed adventures, taken from the three *Die Hard* movies. With over 30 different levels, with a 3D interface. Fight your way to rescue innocent hostages and eliminate shooting at its fastest and finest as you eliminate terrorists at Dallas Airport, simulated driving adventure as you race through New York City to find hidden bombs. IBM Requires: Pentium 133, 16mbRAM, CD-ROM, Windows '95, SVGA. \$50.00

## F1 RACING

Ubisoft  
Extreme racing for your PC with almost photo-perfect graphics. A behind the scenes look into the exhilarating world of F1 Teams. Learn the tricks of the trade, and the know how needed to get the perfect racing line to stay in pole position. State of the art technology and exact track physics mean that you have to be the best to beat the best! With more than 30 options for tuning your ultimate racing car, 3 skill levels. IBM Requires: Pentium 120, 16mbRAM, hard disk, SVGA, CD-ROM. \$85.00

## FIFA '98

EA Sports  
The EA Sports game of the Soccer 1998 World Cup. Has 172 international teams from 6 zones, 16 international stadiums, precision player and ball control, new motion captured players & moves, 4,500 players, five ways to compete, network or modem play, etc. IBM Requires: Win '95, 16mbRAM, Pentium 100, 4spCD-ROM. \$90.00

## FLIGHT SIMULATOR '98

Microsoft  
The world leading flight simulator for the PC pushes technology and realism beyond the horizon. With added damage detection and airports, pilot-tested flight models, detailed instrument panels, and a fleet of the latest aircraft including helicopters, planes and jets, this is as real as it gets. 3-D acceleration and MMX technology swap scenery into an electrifying new dimension. IBM Requires: Win '95, 8mbRAM, 486/66, 2spCD, MMX optional. \$90.00

## FULL THROTTLE

LucasArts  
A re-release of the classic. Motorcycles, mayhem, murder - a heavy metal adventure. IBM Requires: 486/33, 8mbRAM, hard disk, SVGA, CD-ROM. \$40.00

## GRAND THEFT AUTO

BMG  
Experience for yourself every classic car chase ever seen. Race at breakneck speed through an immense, living city, out-running and out-witting rival gang members, mercenaries, hired killers and an entire police force. Features a unique, zooming, top-down view, over 6,000 miles of freeways, backstreets, roads, etc. Open ended mission structure. Hidden missions, secret areas, insane power ups, etc. IBM Requires: 486/100, CD-ROM, 16mbRAM, SVGA. \$90.00

## GRAND PRIX 2

This is not a racing game. This is you in the cockpit hunting around a grand prix at speeds up to 200 mph. Forget virtual reality, this is the real deal. All the drivers, all the drivers, all the cards, all the circuits. The game includes every aspect of the real grand prix experiences: in-depth car set-ups, practice and qualifying sessions, etc. With all 16 1994 world circuits, multiplayer capability, full lap replay, serial link and modem capable. IBM Requires: 486/66, 8mbRAM, VGA or SVGA, CD-ROM, hard disk. \$50.00

## HOWZAT World Cricket Quest

Sierra  
Recreates all the excitement and aura that surrounds worldwide cricket. With nine cricket nations plus a super world XI team. Select an 11 man squad from any of the 18 players from any nation. Player profiles with full batting and bowling statistics. Multiple on-screen and defensive batting shots. Varying delivery options for spin or spin bowlers plus mystery ball, etc. IBM Requires: Pentium 73, 8mbRAM, 2spCD-ROM, SVGA, hard disk. \$50.00

## HOYLE CASINO '98

Sierra  
The thrills and excitement of casino gaming are at your fingertips. Step into Hoyle Casino and challenge the house with seven fun, animated characters. Each has his own personality, and control the amount of interaction. Features slot machines, Black Jack, Roulette, Craps, Texas Card Stud, etc. Altogether, over 50 variations of games. Walk through the bustling casino to select your game. IBM Requires: 486/66, 8mbRAM, 2spCD, SVGA. \$60.00

## HOYLE CLASSIC BOARD GAMES

Sierra  
Contains ten favorite family board games: Battleship, Dominos, Backgammon, Chess, Checkers, Chinese Checkers, Pachisi, Snakes & Ladders, and two card games. IBM Requires: 486/66, SVGA, 8mbRAM, CD-ROM, IBM - \$60.00

## HOYLE'S CLASSIC GAMES

Sierra  
Gather around the card table for a friendly game of Poker, or any other of the ten games in this box. Features stunning SVGA graphics (the cards look so real!). The ten games covered are Draw Poker, Bridge, Cribbage, Gin Rummy, Hearts, Solitaire, Old Maid, Crazy 8's, and also Backgammon and Checkers. You play against a selection of computer opponents, with varying skill levels and individual responses to your actions. IBM Requires: Windows, 486/33, 8mbRAM, SVGA, hard disk, Windows '95. \$60.00

## Leisure Suit Larry Collection

Sierra  
A collection of five full games, being Leisure Suit Larry in the Land of the Lounge Lizards, Leisure Suit Larry's: Passionate Putti, Leisure Suit Larry 5: Passionate Putti Does a Little Undercover Work, Leisure Suit Larry Goes Looking for Love in Several Wrong Places, Leisure Suit Larry 6: Shape Up or Slip Out. IBM Requires: 486+, 2spCD-ROM, 8mbRAM, VGA. \$75.00

## MADDEN NFL '98

EA Sports  
NFL football Madden style. The legendary gameplay that has made John Madden Football the #1 sports game of all time. The result: the most authentic NFL experience to date on the PC. Features TV style expert commentary, over 120 current and historic NFL teams, great computer AI that can adjust offenses and defenses on the fly, you can customize every detail of your dream Sunday matchup; means captured graphics bring the hits to life, with animations of real players. Can be played via modem and network. IBM Requires: Pentium 133, 16mbRAM, SVGA, 4spCD-ROM, hard disk. \$100.00

## NBA LIVE '98

EA Sports  
Experience the NBA lifestyle. Hip graphics and progressive music combine with the most realistic competitive game play available. Includes 3D graphics and power gameplay. With new direct shooting, new direct passing, tight player moves, new GM mode that lets you choose franchises, draft players, and play custom seasons; new 3-point shoot, burn, skid and jump in glorious 3D. You can always control your favorite player, improved AI, new 3D all-polygon high-res graphics, etc. IBM Requires: IBM - \$90.00

## MONOPOLY

Hasbro  
Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. IBM Requires: 486/33+, 8mbRAM, CD-ROM, Windows '95. \$70.00

## NEED FOR SPEED II

EA  
Eight new licensed supercars modelled to exact specs. McLaren F1, Ferrari F50, Lotus GT1, Jaguar XJ220, Ford GT90, Isdera Commendatore 1121, Italdesign Cala and Lotus Esprit V8. With a new 3D engine, faster, tougher, even go off-road. With a new 3D environment, with more detail and better rendering. New customization including gear ratios, downforce, brake bias, difficult level and color. Also has an arcade mode including power slides, burnouts, boostings. 3D roadside objects react to being hit, reactive AI and more intense traffic. IBM Requires: Win '95, Pentium 90+, 4spCD-ROM, 16mbRAM, hard disk. \$70.00

## NHL '98

EA  
The most realistic hockey game ever made. With clutching strategies, realistic powerplays, breakouts, forechecks, and backchecks. Authentic commentary, tournament mode with 44 teams, create your own tournament and teams, over 500 real NHL player faces on the players, etc. Requires: Win '95, Pentium 90+, 4spCD-ROM, 16mbRAM, hard disk. \$72.00

## OVERBOARD!

EA  
Just when you thought it was safe to go back to your PC, rising from the murky depths comes the ultimate deep-sea terror. Part arcade puzzler, part shoot'em up, this game is a gale-on-cruise single and multi-player game that's stuffed to the gills with marine mayhem. And with ludicrous CD accelerator enhanced graphics, the view from the crew's nest is always bright and clear. Puzzles and obstacles include kaiju-like fish, sadistic sharks and killer penguins. Weapons include cannons, rocket, oil slicks, etc. IBM Requires: Pentium 133, 16mbRAM, hard disk, SVGA, 2spCD-ROM. \$90.00

## POLICE QUEST COLLECTION

Sierra  
Includes five full games. Police Quest I, II, III, Police Quest: Daryl F. Gates' Open Season and Police Quest: SWAT. IBM Requires: 486/33, 8mbRAM, CD-ROM, SVGA, hard disk. \$75.00

## POWER CHESS II

Sierra  
Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him - the same trick won't work twice - and as you improve, so does he. He is also the most human opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he tactfully surrenders. He takes chances on offense and defense. Spot his weaknesses and turn them to your advantage. The Queen of Chess has written her own commentary on how to play or improve. Contains dozens of built-in puzzles. Open your eyes to the most famous games, an elegant collection from 2D and 3D chess sets to choose from and a powerful engine for experts and everyone else. IBM Requires: Pentium, CD-ROM, SVGA, Win '95, hard disk, 12mbRAM, Due January. \$70.00

## POWER PILOT

Sierra  
From your first tutorial session to the first time you solo over your home town, it's clear that this is the most technically accurate, challenging and authentically true-to-life flight simulator of commercial aircraft available for the PC. Includes 29 photorealistic cities, superior terrain, basic and advanced instruction, every flight instrument and readout is authentically functional. You can fly Cessna Skyhawk 172, Beechcraft Bonanza V35, Cessna Citation Jet 525, etc. IBM Requires: Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, hard disk. \$80.00

## PGA TOUR PRO - GOLF

EA  
EA SPORTS - the world leader in interactive sports gaming and the PGA Tour proudly present the golf game the world has been waiting for. Finally playing internet golf with people from all over the globe is as easy as clicking your mouse. With a revolutionary new game engine, photo-realistic high-definition graphics, instant redraw, multiple camera angles, etc. IBM Requires: Win '95, Pentium 90, 16mbRAM, hard disk, 4spCD-ROM, SVGA. IBM - \$90.00

## PGA TOUR Laptop

EA  
The only golf game designed especially for laptops. Plays the same game as above, but has been optimised so that you can run a full install without taking up half your hard drive. IBM Requires: Win '95, Pentium 90, 16mbRAM, hard disk, 4spCD-ROM, SVGA. IBM - \$90.00

## RAILROAD TYCOON Deluxe

MicroProse  
Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Construct 32 types of trains, each with its own speed and characteristics. IBM Requires: 486+, CD-ROM, 4mbRAM. \$30.00

Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Construct 32 types of trains, each with its own speed and characteristics. IBM Requires: 486+, CD-ROM, 4mbRAM. \$30.00

## SAM & MAX HIT THE ROAD

LucasArts  
Vikes, grab your nightstick, squeak like a siren, and hit the road with Sam and Max, Freelance Police, as they attempt to crack their toughest case. Sam is a dog and Max is a rabbity thing. This is a cartoon style adventure game. Sam and Max are hot on the trail of a runaway carnival highflier across America's quirky underbelly in this deranged animated adventure. Enjoy the twisted humor, endless hours of fun playing mini-games included in the game, such as Wak-A-Rat and CarBomb. IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA, hard disk. \$30.00

## SIMCITY 2000 CD Collection

MAX  
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of SimCity, with 3D 3D views available at three magnification levels and graphics to stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed SimCity, you'll love SimCity 2000. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. IBM - \$90.00

## SIMCITY 2000 Player's Handbook

The hint book for SimCity 2000. \$10.00

## SIZZONE Included

MAX  
SIZZONE included are 800 new cities for SimCity 2000, and 250 cities for SimCity Classic. Also a game file manager. \$45.00

## STAR WARS MONOPOLY

Hasbro  
The classic Monopoly game but set in the Star Wars universe. You can play any of the 12 major characters who move about the board in full motion, all new dialogue, over 150 film clips, great new 3D board and graphics, and up to 800 human players to play. IBM Requires: Pentium 90, Win 95, 16mbRAM, 4spCD-ROM. \$30.00

## STREETS OF SIMCITY

Maxis  
Check out your own SimCity 2000 city or one of 50+ built-in cities, or take on opponents in an urban free for all while skidding, bootlegging and blasting away. This complete game lets you drive one of five different cars throughout your own city, with your own weapons and vehicles. You can simply drive through the cities, or fight car battles through them. You can earn money to buy new weapons, or upgrade your car with add-ons, including radar detectors, armours, etc. SimCity 2000 is not required. IBM Requires: Win '95, Pentium 90, 16mbRAM, 32mbRAM, 4spCD-ROM, \$40.00

## TRANSPORT TYCOON

MicroProse  
Construct complex road-rail-air-sea networks to shift cargo, goods and passengers throughout the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Experience cut-throat rivalry, deal with characteristic town councils, cope with disasters and use new vehicles as they are introduced over time. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! IBM Requires: 386+, SVGA, 2spCD-ROM, \$40.00

## THE LAST EXPRESS

Broderbund  
A class in every card. A stranger in every seat. Danger at every turn. It is 1914. The world is on the brink of war, and this train could push it over the edge. You are Robert Cahn, an American urgently summoned by your old friend Tyler Whitney to join him aboard the Paris-Constantinople Express, departing 24th July. Arriving late, you discover something has gone terribly wrong. You must untangle a complex web of political intrigue, suspense, romance and betrayal. With stunning background sets and cartoon style animations. Richly detailed and highly accessible environment. Gripping action sequences. Over 40 game play on 3 CDs. IBM Requires: Win '95 or DOS 6.0, Pentium 60+, 8mbRAM, 4spCD-ROM, SVGA. \$60.00

## THE LUCAS ARTS ARCHIVES Vol I

LUC  
Four complete games and a screen saver. Indiana Jones and the Fate of Atlantis, where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. Sam & Max Hit the Road, twisted comic humor. Star Wars Rebel Assault, described in the SF section. Day of the Tentacle, a brilliant comic spoof, and a Star Wars screen saver. IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA. IBM - \$60.00

## THE LUCAS ARTS ARCHIVES Vol III

LUC  
Three complete games: Star Wars Dark Forces I, Monkey Island Madness I and II, The Dig, Full Thrill, Afterlife, and a CD of bonus. IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA. IBM - \$72.00

## THEME HOSPITAL

Bullfrog  
Design, maintain and manage a hi-tech hospital facility, making the most of limited resources and turning cues into cash. The Grim Reaper stalks the corridors, the ill have some very odd ailments, and the staff want to play doctors and nurses together. No matter how you look at it, you are in control of a very sick hospital. IBM Requires: 386/66+, CD-ROM, 8mbRAM. \$60.00

## THE CURSE OF MONKEY ISLAND

Lucas  
Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes. Includes 16mbRAM, full-resolution (640x480) graphics, 30 plus hours of game play, two difficult endings, many improved tools suitable for swordfights and other fun occasions. This series is always a guaranteed laugh. IBM Requires: Pentium 90, Win '95, 16mbRAM, 4spCD-ROM, SVGA. \$60.00

## TRIPLE PLAY '98

EA  
This is baseball the EA SPORTS way - definitive technology, stunning realism, intense gameplay and strategy. Triple Play '98 ups the ante with a new real-time 3D game engine and the first ever two man broadcast booth. With a 3D environment, over 50 sortable stats tracked and analyzed, improved baseball AI, over 20 camera views. IBM Requires: Win '95, Pentium 90, 4spCD-ROM, SVGA, 16mbRAM, hard disk. \$90.00

## VIRTUAL SPRINGFIELD

Fox  
A 3D exploration of all things Simpson! Welcome to Springfield, home of Moe's Tavern, Krusty's Studios, and the Simpsons. Run loose in the streets and explore every corner of the town in a navigable 3D universe with over 50 interactive environments. Bart's Bar, Marge's Laundry, the rest of the Springfield gang - go for a ride through the streets of Springfield. Homer's Bart's making prank calls to Moe's Tavern, make a nuisance of yourself at the cinema. With 35,000 frames of original animation. IBM Requires: Win '95, Pentium 73+, 8mbRAM, 4spCD-ROM. \$50.00

## VIRUS

Telstar  
The game is about a virus invading your computer. In a series of 15 missions, you must seek and destroy all the virus strongholds scattered throughout your computer. After several training levels, you must compete against the virus forces to slowly progress and defend your system. You can use offensive, defensive and strategic vehicles to target disposal, not to mention an advanced system of installations and factories. Combines strategy and arcade action in a 3D environment. (Of course, no virus actually invades your real computer.) IBM Requires: Win '95, Pentium 100, 16mbRAM, CD-ROM. \$75.00

## WORMS 2

Microprose  
This is the sequel. It's cuter, and bigger than ever! Enter the bizarre and cartoonish world of Worms 2. Weak hawks on your rivals, in a game of revenge and pettily-minded cruelty. Humiliate your friends, take revenge on your family, annihilate complete strangers. With an astonishing array of new weaponry, new animation brings worms to life! Weird worlds and loony landscapes. Go it alone in Wormbo style, or play against other human opponents. Customize the game to your heart's content. IBM Requires: Pentium 73+, Win '95, 2spCD-ROM, 16mbRAM. \$85.00

## WORMS 3

Microprose  
From your first tutorial session to the first time you solo over your home town, it's clear that this is the most technically accurate, challenging and authentically true-to-life flight simulator of commercial aircraft available for the PC. Includes 29 photorealistic cities, superior terrain, basic and advanced instruction, every flight instrument and readout is authentically functional. You can fly Cessna Skyhawk 172, Beechcraft Bonanza V35, Cessna Citation Jet 525, etc. IBM Requires: Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, hard disk. \$80.00

## WORMS 4

Microprose  
The game's re-set. It's cuter, and bigger than ever! Enter the bizarre and cartoonish world of Worms 4. Weak hawks on your rivals, in a game of revenge and pettily-minded cruelty. Humiliate your friends, take revenge on your family, annihilate complete strangers. With an astonishing array of new weaponry, new animation brings worms to life! Weird worlds and loony landscapes. Go it alone in Wormbo style, or play against other human opponents. Customize the game to your heart's content. IBM Requires: Pentium 73+, Win '95, 2spCD-ROM, 16mbRAM. \$85.00

# Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ship us and we will tell you what must be done. In some cases we will give you the address of another company who will repair it. In other cases, we will tell you to send the entire game back to us. When they send us the replacement, we'll get it straight back to you.



## Magazine &amp; New Product Subscriptions

When subscribing please tick appropriate cost box below. Customers who order only subscriptions need not pay any additional postage.

## NEW AD&amp;D ITEMS

Military Simulations is now offering AD&D new products on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item, but postage is free! As listed below, some subscriptions offer a 10% discount too. (This offer does not include novels. See below for Novel Subscriptions).

Below are charged to your credit card

AD&D Core Rules - 6 items	<input type="checkbox"/>
AD&D Core Rules - 12 items	<input type="checkbox"/> 10% disc
Planescape - 3 items	<input type="checkbox"/>
Planescape - 6 items	<input type="checkbox"/> 10% disc
Forgotten Realms - 6 items	<input type="checkbox"/>
Forgotten Realms - 12 items	<input type="checkbox"/> 10% disc
Ravenloft - 3 items	<input type="checkbox"/>
Ravenloft - 6 items	<input type="checkbox"/> 10% disc
Birthright - 6 items	<input type="checkbox"/>
Birthright - 12 items	<input type="checkbox"/> 10% disc

for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items   
Credit Card for 12 items  10% disc

## DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

\$8.00 for 1 issue  
\$49.00 for 6 issues  
\$85.00 for 12 issues

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Credit Card for 6 items <input type="checkbox"/> 10% disc

## NEW RIFTS ITEMS

Only available to customers with credit cards. Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new RIFTS products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items   
Credit Card for 6 items  10% disc

## SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

\$8.00 for 1 issue  
\$37.00 for 6 issues  
\$66.00 for 12 issues

## THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

\$9.00 for 1 issue  
\$16.00 for 2 issues  
\$30.00 for 4 issues  
\$48.00 for 8 issues



## NEW AD&amp;D NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

\$28.50 for 3 Planescape novels  
\$51.00 for 6 Planescape novels  
\$51.00 for 6 Forgotten Realms novels  
\$77.00 for 12 Forgotten Realms novels  
\$28.50 for 3 Dragonlance novels  
\$51.00 for 6 Dragonlance novels



## FUTURE WARS

At last we've found another magazine totally devoted to BattleTech. Future Wars is a 56 page magazine containing up to 28 mech designs for the Innersphere and Clans, each design with a record sheet and background notes. It also has strategies and tactics, and other articles. The magazine is already up to issue 38 so it is not following the pathetic track record of *BattleTechnology*, which released about one issue a year towards the end.

\$8.00 for 1 issue  
\$43.00 for 6 issues  
\$77.00 for 12 issues



## NEW BATTLETECH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new BattleTech & Mechwarrior products (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items   
Credit Card for 12 items  10% disc

## BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each new BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

\$23.00 for 3 novels  
\$43.00 for 6 novels



## COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue. Please note, however, that the game included is quite often a "bumper double-issue game" which when we send to you, counts as two copies of the magazine. Each issue of COMMAND MAGAZINE contains two booklets. One contains a full commentary regarding the topic of the game, plus numerous other articles regarding military history, from ancient to WW2 to modern day. The other booklet contains the rules for the game included in the magazine. "Normal" issues normally contain one full color mapsheet and around 200 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

\$25.00 for 1 issue  
\$118.00 for 6 issues  
\$212.00 for 12 issues



## NEW CYBERPUNK ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Cyberpunk products as soon as they are released. We will charge your credit card

## DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

\$8.00 for 1 issue  
\$40.00 for 6 issues  
\$64.00 for 12 issues

Credit Card for 3 items <input type="checkbox"/>
Credit Card for 6 items <input type="checkbox"/> 10% disc

## GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays, scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

\$10.00 for 1 issue  
\$50.00 for 6 issues  
\$80.00 for 12 issues

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Credit Card for 6 items <input type="checkbox"/> 10% disc

## NEW HEAVY GEAR ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Heavy Gear products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items   
Credit Card for 6 items  10% disc

## MARS: ADVENTURES IN MINIATURE

BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures' games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

\$11.00 for 1 issue  
\$63.00 for 6 issues  
\$118.00 for 12 issues

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Credit Card for 6 items <input type="checkbox"/> 10% disc

## PROTOCULTURE ADDICTS

A top quality magazine on Japanese anime and manga. We have found one! *Protoculture Addicts* is brought out bimonthly. It is produced by Janus Publications, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and videos. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

\$9.00 for 1 issue  
\$45.00 for 6 issues  
\$81.00 for 12 issues

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Credit Card for 6 items <input type="checkbox"/> 10% disc

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Credit Card for 3 items   
Credit Card for 6 items  10% disc

## THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

\$9.00 for 1 issue  
\$16.00 for 2 issues  
\$30.00 for 4 issues  
\$48.00 for 8 issues



## Marc Miller's Traveller Items

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Marc Miller's Traveller role playing products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items   
Credit Card for 6 items  10% disc

## NEW VAMPIRE ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 6 items   
Credit Card for 12 items  10% disc

## NEW WEREWOLF ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Werewolf titles (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items   
Credit Card for 6 items  10% disc

## NEW WRAITH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Wraith items (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

Credit Card for 3 items   
Credit Card for 6 items  10% disc

## WHITE DWARF

White Dwarf magazine has entered an entirely new format. It's now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modeling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data fax etc are now available in top quality glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

\$8.00 for 1 issue  
\$24.00 for 3 issues  
\$40.00 for 6 issues  
\$80.00 for 12 issues



## Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.

# CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

## Trading Card Games

### FAS SHADOWRUN TRADING CARD GAME

One Starter Deck 70 cards, rules	<b>\$9.00</b>	Normally \$15.00
One Booster Pack 15 cards	<b>\$2.95</b>	Normally \$5.00
One Counterstrike Booster	<b>\$2.75</b>	Normally \$5.00
Starter Display 700 cards	<b>\$83.00</b>	Normally \$150.00
Booster Display 540 cards	<b>\$103.00</b>	Normally \$180.00

**Limited Edition.** The year is 2058 AD. Advances in technology are astounding, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberware to become more than human. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orcs and trolls have resumed their true form, and spells and spirits serve those with the talent for controlling this legendary force.

In this very popular ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish Objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the Objectives with Challenges - things that get in the way of your runners - such as security guards, electric fences and fierce creatures. But you'll need to do some legwork before your run. You use money to pay your contacts for information and to supply your runners with weapons and other gear, which increases your team's odds of success. But be aware that the competition and opposition always fight harder than expected, and there's always a chance of being double crossed!



## Wargames

### AH The Advanced Squad Leader Special \*\*\*\*/###

**Crazy Special \$57.00** Normally \$89.00

This is really sick and demented, yes, we know, but here we offer 12 ASL core products for very low prices. The titles are:

**Crazy \$60.00** Normally \$99.00

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are: Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index.



**ASL Solitaire Rules** **Crazy \$47.00** Normally \$70.00  
Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other.

**Crazy \$60.00** Normally \$90.00

Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios.

### Paratrooper

**Crazy \$36.00** Normally \$50.00

This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer!

### Yanks

**Crazy \$55.00** Normally \$80.00

Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordinance, heavy equipment, leaders, NCOS, grunts, and markers. There are also four 8" x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes.

### Partisan

**Crazy \$27.00** Normally \$40.00

Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32).

### West of Alamein

**Crazy \$67.00** Normally \$100.00

An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun-blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7" x 22" escarmouche map and six pages of terrain overlays.

### The Last Hurrah

**Crazy \$27.00** Normally \$40.00

Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors).

### Hollow Legions

**Crazy \$36.00** Normally \$50.00

This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N.

### Code of Bushido

**Crazy \$60.00** Normally \$90.00

Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Japanese vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzai charges, kamikaze tank-hunters, hara-kiri, pack animals, etc.), plus Japanese additions for chapter H.

### Gung-Ho

**Crazy \$67.00** Normally \$100.00

Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Japanese vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzai charges, kamikaze tank-hunters, hara-kiri, pack animals, etc.), plus Japanese additions for chapter H.

### Croise De Guerre

**Crazy \$55.00** Normally \$80.00

This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters.

### FAS BattleTech Field Manual Special

**Crazy Special \$74.00**

Normally \$125.00

The four BattleTech Field Manuals, as follows:

**Draconis Combine FM** **Crazy \$20.00** Normally \$32.00

Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs.

**Free Worlds League FM** **Crazy \$20.00** Normally \$32.00

An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc.

**Mercenaries Field Manual** **Crazy \$20.00** Normally \$32.00

No war too small, no foe too high. An in-depth look at mercenaries in the 31<sup>st</sup> century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units.

**The Periphery** **Crazy \$18.00** Normally \$29.00

Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates and the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc.

## Role Playing Games

### FAS EARTHDAWN RPG

**Crazy Special \$52.00**

Normally \$90.00

The complete Earthdawn roleplaying game including two of the most popular sourcebooks, also available separately:

**Earthdawn Softcover RPG** **Crazy \$20.00** Normally \$32.00

A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards.

**Magic: Mystic Secrets** **Crazy \$18.00** Normally \$29.00

Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space.

**Blood Wood** **Crazy \$18.00** Normally \$29.00

Once the Elves of the Blood Wood embodied beauty and grace. Now they are terrible to behold, having corrupted themselves with powerful magic in order to escape the Horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted wood.

### ALD Legend of the Five Rings RPG

**Crazy Special \$44.00**

Normally \$72.00

One of the hottest roleplaying games at the moment is the Legend of the Five Rings, based on the popular collectible card game. Here you can buy the complete RPG plus first module:

**Legend of the Five Rings** **Crazy \$32.00** Normally \$48.00

A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures.

**Way of the Dragon** **Crazy \$16.00** Normally \$24.00

The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men.



### AG Over the Edge Roleplaying Game

**Crazy Special \$20.00**

Normally \$40.00

A game which pits the player characters against all manners of decadent, evil, twisted, mind-boggling, blood-curdling, soul-shattering, ego-shattering, world-turning experiences. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages.

### TSR Forgotten Realms Special

**Crazy Special \$69.00**

Normally \$110.00

Three popular Forgotten Realms products, a boxed setting, a sourcebook, and an adventure module. Also separately:

**Lands of Intrigue** **Crazy \$32.00** Originally \$48.00

Ann and Tethyr, two kingdoms along the southern part of the Sword Coast & considered key areas of Faerun. They are kingdoms in the midst of turmoil and change. Tethyr was originally an eleven nation but later rose & fell as a human nation. In Ann, a dark secret has arisen. 3 books, 2 maps.

**Powers & Pantheons** **Crazy \$26.00** Originally \$40.00

192 pages. Companion to *Faiths & Avatars*. Describes more of the religions and powers of the Realms. Each divine power is covered in depth and each entry has info about a deity's appearance, personality, worshipers, alignments, avatars, church, etc. Also five showpiece temples of the Realms detailed with illustrations and color maps.

**Castle Spulzeer** **Crazy \$15.00** Originally \$22.50

An adventure set near the kingdom of Ann that provides the players with a chance to explore an ancient castle, solve a long standing mystery, and do battle with a powerful lich.

### TSR Ravenloft Special

**Crazy Special \$62.00**

Originally \$100.00

The entry sourcebook into the world of Ravenloft, plus a sourcebook and an adventure. Also separately:

**Domains of Dread** **Crazy \$32.00** Originally \$48.00

Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign boxed set. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks.

**Ghosts: Children of Night** **Crazy \$19.00** Originally \$29.00

Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter.

**The Forgotten Terror** **Crazy \$15.00** Originally \$22.50

Adventure. A crossover to the *Forgotten Realms* campaign concludes the story arc begun in the *Castle Spulzeer* adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy.

# 34 - Crazy Specials

## TSR Deadlands Roleplaying Special

### Crazy Special \$75.00

Normally \$120.00

Deadlands has surprised everyone by being one of the most popular roleplaying games of 1997, with sales eclipsing those of *Werewolf: The Wild West*. Here we offer the RPG plus two sourcebooks. Also individually, as follows:

**Deadlands RPG Hardcover** **Crazy \$32.00** **Normally \$48.00**  
 The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslingers, Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners.

**The Book of the Dead** **Crazy \$21.00** **Normally \$32.00**  
 Draws back the curtain of death and reveals the secrets of those who have been beyond the veil and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manioun has hooked into each of their souls, keeping them from rightful rest. Contains rules for generating and running undead characters in the game.

**The Quick & the Dead** **Crazy \$26.00** **Normally \$40.00**  
 The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posses and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book.

## ICE Rolemaster Sourcebook Special

### Crazy Special \$50.00

Normally \$82.00

Rolemaster has many magnificent companions and sourcebooks, so here we offer four of them. Also separately:

**Castles & Ruins** **Crazy \$19.00** **Normally \$29.00**  
 Inside this sourcebook you will find details on the history of castles, the construction of castles, including sites, materials, labor; the folk who dwell in and around castles, as well as how castles become ruins, the sites of treasures & adventures.

**Essence Companion** **Crazy \$19.00** **Normally \$29.00**  
 An exhaustive exploration of the world of essence. Covers the Warrior Mag and Essence Molder, new spells for the realm of essence, discussions about magical rituals and familiars, you can be a Somanist, Nomenist, Herbalist, Corpist, or a Crystalist.

**Martial Arts Companion** **Crazy \$19.00** **Normally \$29.00**  
 Gives you all you need to add true depth to martial arts in your games. Whether you run historical, fantasy, or modern, the rules in this book will assist you in giving martial arts the strengths & weaknesses they deserve, including new chi powers, variants of the Monk profession, etc.

**Treasure Companion** **Crazy \$16.00** **Normally \$24.00**  
 Complete tables for generating all types of treasure, including a detailed system for generating gemstones and jewellery, complete item descriptions for over 100 unique magic items, three new alchemist professions, 22 Alchemist spell lists, etc.

## WW Werewolf: The Wild West RPG

### Crazy Special \$27.00

Normally \$45.00

We've got a few too many of these, so please take some off our hands! A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttle far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book.

## Novels

### TSR The AD&D Nobles Series

#### Crazy Special \$33.00

Normally \$57.00

The six novels of the Nobles series:

**King Pinch** **Crazy \$6.00** **Normally \$9.50**  
 Pinch's guardian, the King of Ankapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne.

**War in Tethyr** **Crazy \$6.00** **Normally \$9.50**  
 Introduces the adventures of many unforgettable characters during a war in Tethyr.

**Escape from Undermountain** **Crazy \$6.00** **Normally \$9.50**  
 In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - anyone has ever gone before.

**Mage in the Iron Mask** **Crazy \$6.00** **Normally \$9.50**  
 The master traveller Volo unmasks a decades-old conspiracy that jeopardises the uneasy peace between Moonge and Thay.

**Council of Blades** **Crazy \$6.00** **Normally \$9.50**  
 War cares little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions find themselves forced into a battle for survival in a deadly world.

**Simbul's Gift** **Crazy \$6.00** **Normally \$9.50**  
 The legendary Storm Queen of Aglarond, in an effort to gain further favour with Elimistr (she wants to bear his child!) has a special horse raised for him as a gift. But Thayan spies and assassins complicate things.

### TSR ShadowRun Novel Special

#### Crazy Special \$27.00

Normally \$48.00

Five of the more recent ShadowRun novels, as follows:

**ShadowBoxer** **Crazy \$6.00** **Normally \$9.50**  
 A dwarf merc shadowrunner named Two Bears signs on to dig up some data on the word IronHell. Easy job, easy cash, until the decker helping him gets her brain fried in the matrix.

**Stranger Souls** **Crazy \$6.00** **Normally \$9.50**  
 UCAS President Dunkelzahn, cut down by unknown enemies in the hour of his triumph, left one last set of orders for special agent Ryan Mercury, to save the world from magic so powerful that nothing may survive it.

**Steel Rain** **Crazy \$6.00** **Normally \$9.50**  
 A massive war brews between the Nagato Corporation and Fuchi Corp. But behind these growing hostilities looms a more sinister threat, requiring far more talents than weapons. To survive, Machiko of the Green Serpent Guard, must defeat a high-tech foe with almost unlimited powers and absolutely no mercy.

### Headhunters

### Crazy \$6.00

Normally \$9.50

What's the link between a man lying dead in a funeral parlor and one of the world's largest corporations? Why would those investigating Dunkelzahn's death care about this corpse? How long can Jack Skater survive?

### Clockwork Assylum

### Crazy \$6.00

Normally \$9.50

Ryan Mercury, the late president's secret agent, wants revenge for Dunkelzahn's death. But a powerful cyborg under the influence of a powerful spirit stands in his way.

## Miniatures & Rules

### GZG Dirtside II 1/300<sup>th</sup> Scale Tanks

#### Crazy Special \$15.00

Normally \$21.00

A great special that offers great sci-fi 1/300<sup>th</sup> scale tanks for a very cheap price! The tanks are designed for use with the Dirtside II rules, but can of course be used with other rules...

### GEV Hovercraft Assylum

Normally \$9.50

Anti-Grave Tanks Pack (10 assorted tanks) \$15.00  
 Tracked Tanks Pack (10 assorted tanks) \$15.00  
 Wheeled Tanks Pack (10 assorted tanks) \$15.00  
 Kravak Tanks Pack (10 assorted tanks) \$15.00

### Kravak Tanks

### GZG War of the Worlds

#### Crazy Special \$12.00

Normally \$15.00

A great model of the War of the Worlds Alien Tripod all terrain attack vehicle. With a bit of imagination, fits in great with many Sci-fi miniatures games!

### Alien Tripod All Terrain Vehicle 80mm high

\$10.00

### Alien Tripod All Terrain Vehicle 40mm high

\$5.00



### RAF Heavy Gear Special

#### Crazy Special \$60.00

Normally \$100.00

RAF make two excellent boxed sets of Heavy Gear mechas, so here they are on special!

### RAF2050 Northern Combat Group

Crazy \$33.00

(4 x Hunter Heavy Gear + 1 x Headhunter Heavy Gear, 27 spare weapons etc)

### RAF2051 Southern Combat Group

Crazy \$33.00

(4 x Jager Heavy Gear, 1 x Jager Command Heavy Gear, 27 extra weapons etc)



### RAL Women & Beasts of War Special

#### Crazy Special \$25.00

Normally \$41.50

Ral Partha make a great range of fantasy women going hunting with savage beasts of war, as follows:

### RAL01703 Woman & Sabertooth Tiger

Crazy \$6.00

### RAL01710 Woman & Hunting Dragon

Crazy \$8.00

### RAL01711 Woman & Warwolf

Crazy \$4.50

### RAL01712 Woman & 3 Velociraptors

Crazy \$9.00



01-712

### Velociraptors and Pack Mistress

### RAL Ral Partha Animals

#### Crazy Special \$18.00

Normally \$31.50

More packs of animals for your fantasy miniatures or role playing games. As follows:

### RAL02508 Wolf Pack (7 wolves)

Crazy \$10.50

### RAL02509 Familiars (11 animals)

Crazy \$6.50

### RAL02911 Attack Dogs (4)

Crazy \$4.25



02-509

### Familiars (11)

### Museum 15mm DBM Armies Special

We have negotiated a great deal with Eureka Miniatures to offer some of the more popular DBM 15mm armies on special. You'll never see prices like these again! All armies are 350 points. Classical Indians are mostly irregular Miniatures. Available individually as follows:

### Greco-Bactrian 182 figures

Crazy \$99 Retail \$132

### Thracian Army 223 figures

Crazy \$118 Retail \$158

### Late Imperial Roman 186 figures

Crazy \$95 Retail \$126

### Classical Indian 143 figures

Crazy \$112 Retail \$150

### Seleucid Army 203 figures

Crazy \$117 Retail \$156

### Saladin's Army 123 figures

Crazy \$107 Retail \$143

		Normally \$54.00
Six	different	packs of popular fantasy miniatures, made by RAFM miniatures. Also individually as follows:
RAF3306	Pegasus	Crazy \$6.00 Normally \$9.00
RAF3307	Nightmare Pegasus	Crazy \$6.00 Normally \$9.00
RAF3308	Hippogriff	Crazy \$6.00 Normally \$9.00
RAF3309	Unicorn & Maid	Crazy \$6.00 Normally \$9.00
RAF3310	Dueling Unicorns	Crazy \$6.00 Normally \$9.00
RAF3311	Unicorn & Yearling	Crazy \$6.00 Normally \$9.00

		Normally \$54.00
Six	different	packs of popular fantasy miniatures, made by RAFM miniatures. Also individually as follows:
RAF3306	Pegasus	Crazy \$6.00 Normally \$9.00
RAF3307	Nightmare Pegasus	Crazy \$6.00 Normally \$9.00
RAF3308	Hippogriff	Crazy \$6.00 Normally \$9.00
RAF3309	Unicorn & Maid	Crazy \$6.00 Normally \$9.00
RAF3310	Dueling Unicorns	Crazy \$6.00 Normally \$9.00
RAF3311	Unicorn & Yearling	Crazy \$6.00 Normally \$9.00

## Computer Games

### Cryo Dragon Lore II

#### Crazy Special \$20.00

Originally \$90.00

A role playing adventure. The Hordes from the Land of Nightmares stand ready to attack. The Dragon Prince has dubbed you a Dragon Knight. But you have lost your dragon and embark on a quest to find him. With over 80 hours of gameplay, dramatic first person view, 20 combat and 10 jousting sequences in real time, 60 characters, 50 game sets, etc. IBM Requires: 486/60, 8MB RAM, hard disk, CD-ROM, SVGA.

### Blue Byte Archimedean Dynasty

#### Crazy Special \$20.00

Originally \$90.00

Submerge yourself into a world of corrupt conglomerates, fanatical cults and cut-throat pirates. Assume the role of a man who knows no fear, Emerald "Dead Eye" Flint, a mercenary submarine boat captain whose reputation precedes him. With great SVGA graphics, stunning underwater cities, 4 different ships to command with 30 different weapons, over 100 characters to interact with, underwater currents, etc. IBM Requires: 486/100, 8MB RAM, 2x CD-ROM, SVGA.

### Sierra Cyberstorm

#### Crazy Special \$20.00

Originally \$85.00

A 3D semi-top down view strategy game of bio-mech combat. Take control of the ultimate war strategy game and battle for the future of mankind, as you command the most destructive warriors in the history of Cybrid confrontation. Genetically engineered biobots are the pilots you customize and send into the fray. Link to Herc fighters, they combine to create a fighting force of unimaginable proportions. Upgrade weapons, manufacture structures, train and execute multiple missions. IBM Requires: 486/60, 8MB RAM, 2x CD-ROM, SVGA.

### Cryo Versailles 1685

#### Crazy Special \$15.00

Originally \$75.00

It's the year 1685 and Louis XIV rules the Kingdom of France from a magnificent palace called Versailles. But something is not right, someone wants to destroy Versailles, and you must find and stop him. Explore every corner, find the clues and unlock the mysteries of the court, as you strive to save the palace by sundown. With 25 hours of gameplay, over 30 characters modelled in 3D from period portraits, and you can look and move around freely in an entirely 3D environment. Also has over 200 paintings that you can examine up close. IBM Requires: 486/60, 8MB RAM, 2x CD-ROM, SVGA.

### Kronos Meat Puppet

#### Crazy Special \$20.00

Originally \$75.00

In the league of *Diablo* and *Crusader*. A beautiful woman with a big gun. They have a working relationship. The rest is slightly more complicated. After answering a vague yet provocative personal ad, Lotus has been taken hostage by an evil cult. You must rescue her and stop the cult from carrying out their job. In one dangerous night, the six cities or "embassies" and destroy each leader or "ambassador". Features a fully interactive environment of over 6 cities and 300 rooms, over 600 objects that can be used or destroyed, 360 degree globe of fire, smoke and thunder, various enemies, 35 characters in the story, ability to save game at any place. IBM Requires: Pentium 100, 16MB RAM, SVGA, CD.

## Lucas Monkey Island Madness

### Crazy Special \$30.00

Includes the very popular hilarious cartoon style adventures Monkey Island I and Monkey Island II, plus a playable demo of The Curse of Monkey Island. IBM requires: Win '95, 16mbRAM, Pentium 90, 8mbCD-ROM, SVGA.

## Accolade Star Control 3

### Crazy Special \$20.00

The game of space combat and the space war is up to you to find the answer somewhere in the unexplored reaches of the Kossari Quadrant. You're in command of a star fleet searching hundreds of planets. Pilot 24 different alien starships with 48 unique weapons. Manage the resources of over 30 colonies and 24 races. Discover more than 40 ancient artifacts from and advanced technology. Deploy your starfleet strategically for victorious Hyper Melee Combat. IBM requires: 8mbRAM, 486/66, 2mbCD-ROM, SVGA.

## Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

GLO100	Towers of Bel (3D towers)	\$10.00
WHT12500	Tales of the White Wolf (Elric anthology)	\$10.00
WHT11089	The Road to Science Fiction	\$5.00
SCYRE	Scrye Magazine Back issues (3)	\$10.00
RTG1402	Mekton Z Plus Techbook	\$10.00
STE6521	GURPS Alternate Earths	\$10.00
STE6023	GURPS Magic	\$10.00
STE6505	GURPS Vehicles	\$10.00
WES40602	Star Wars Boxed Introductory Game	\$12.00
TSR8040	Rod of 7 Parts Hardcover novel	\$10.00
AVA8930	Flat Top wargame	\$25.00
JED009	Victory at Sea (may have damaged box)	\$10.00
GDW5002	Mythus Magick	\$5.00
CIT0778	Gretchen (16 plastic figures)	\$15.00

## Osprey Historical Reference Books

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HURRICANE - A FIGHTER LEGEND 144 full color pages. The Hawker Hurricane was the RAF's first monoplane fighter, and it dragged the service into a position where it could defend Britain in its hour of need during 1940.

LOCKHEED SR-71 BLACKBIRD 240 page hardcover with color plates. The only complete and accurate account of the SR-71's secret operational missions. Unprecedented first hand reports from over 70 crewmen of their Mach 3+ sorties reveal the true extent of the aircraft's incredible capabilities.

ME 262 STORMBIRD RISING The legendary Me262 was the world's first operational turbojet fighter. This fighter could have single-handedly swept the daylight Allied bombing sorties from the sky, had it not been hampered by unforeseen technical problems, official disinterest, Hitler's famous pre-occupation with its conversion into a buzzbomber, and lack of parts and fuel. Hardcover book, 216 pages including color plates.

SPITFIRE - FLYING LEGEND 192 page hardcover book full of color photos. Regarded by many as the saviour of Britain in its darkest hour, the Spitfire is without a doubt the most famous combat aircraft of WW2. This book celebrates its 60th anniversary.

SPITFIRE IN BLUE Hardcover with 158 pages and color plates. The Spitfire in Blue was a photo reconnaissance Spitfire with no weapons other than its cameras. Flying these planes in 1945 was no piece of cake. You were alone, hundreds of miles into enemy airspace over Europe, flying straight and level and concentrating on your camera work - and you were a sitting duck. Your job was to get the photos home, not to indulge in fighter-style antics - if possible!

THE ILLUSTRATED HISTORY OF MILITARY MOTORCYCLES Having proved its worth in 1914-18, it was the Second World War which marked the zenith of the 'battle bike', with millions supplied for recon, communications and troop transport. This 208 page hardcover book with color plates gives comprehensive history of every type of machine that falls within its historical and national context, from Harley-Davidsons to Germany's BMW R75.

THE ILLUSTRATED HISTORY OF MILITARY VEHICLES: Transport & Halftracks Hardcover with 208 pages, including color plates. This comprehensive book covers the transport problems faced by the eight major countries involved in WW2. Great Britain, the British Commonwealth, USA, Germany, Italy, France, Russia and Japan, and includes vehicles from 1/4 ton jeeps, halftracks, to trucks to tank transporters.

THE OSPREY ENCYCLOPEDIA OF RUSSIAN AIRCRAFT 1875-1995 Over 500,000 words of text and performance data, 568 accurate and detailed drawings, some of which show many versions of a single type, over 750 photos sourced from Russian archives, extensive coverage of pre-1917 Russian aircraft.

THUNDERBOLT & LIGHTNING The P-47 Thunderbolt and Lockheed P-38 Lightning were vastly different designs, but both these aircraft served with distinction in the fighter escort and fighter-bomber role across Europe.

WORLD WAR TWO AFVs & SELF PROPELLED ARTILLERY The AFV played a major role in WWII. The artillery found it necessary to mechanise some of its field pieces. Armored cars were called upon to carry out tasks in addition to reconnaissance. Tank destroyers were designed to seek, and destroy enemy armor.

WORLD WAR TWO TANKS 208 page hardcover book with color plates. This is a magnificent book of WW2 tanks, most with photos, from Great Britain, British Commonwealth, USA, Soviet Union, France, Germany, Italy, Japan, and to my delight, rare photos of tanks from Belgium, Czechoslovakia, Hungary, Poland and Sweden! Many photos I've never seen before.

# HISTORICAL VIDEOS

## Luftwaffe Videos

A series of 60 minutes videos focusing on various German military aircraft of WWII.

CHR015	Jager - Day Fighters 1939-42	The video primarily covers the Messerschmitt Bf-109.	\$40.00
CHR016	Jager - Day Fighters 1942-45	The video primarily covers the FockeWulf Fw-190.	\$40.00
CHR017	Zerstörers - Heavy Fighters & Nightfighters	Covers aircraft such as the Me-110 and Me-210.	\$40.00
CHR018	Stuka & Schlachtflieger	The famous Stuka Ju-87 in action, also the Hs-129 and Fw-190.	\$40.00
CHR019	Bombers & Bomber Operations 1939-42	The Heinkel He-111, the Dornier DO-17 and the Heinkel He-177.	\$40.00
CHR020	Bombers & Bomber Operations 1942-45	The Junkers Ju-88, the Dornier DO-217.	\$40.00
CHR021	Jet Fighters, Jet Bombers & V. Weapons	Jet fighter, Me-163, Ar-234 and V-Weapons.	\$40.00
CHR022	Transports, Gliders & Fallschirmjager	Junkers Ju-52, DFS-230s, etc.	\$40.00

## Panzer Videos

A series of 60 minutes videos focusing on various German military tanks of WWII.

CHR006	Panzer VI Tiger & Kingtiger	Video covers the Tiger I and II, and Elephant and Sturmtiger.	\$40.00
CHR007	Panzer V Panther	Video covering the magnificent Panther tank in action on all fronts from 1943-45.	\$40.00
CHR008	Panzer IV	The workhorse of the German Army.	\$40.00
CHR009	Panzer III	Used effectively in the early war years.	\$40.00
CHR010	Light Panzer I, II, 35(t) and 38(t)	Although small and weak, these tanks lead the early Blitzkrieg.	\$40.00
CHR011	Assault Guns StuG II and StuG IV	The highly successful German series of assault guns.	\$40.00
CHR012	Self Propelled Weapons	Self propelled guns such as the Marder, Wespe and Hummel.	\$40.00
CHR013	Half Tracks & Armored Cars	German armored recon vehicles and infantry carriers.	\$40.00

# CRANSTON FINE ARTS

## Art Prints

Beautiful art prints by Cranston Fine Arts, with very famous Napoleonic, American Civil War, and WWII ships reproduced faithfully from the originals.

DHM058	Hougoumont 21" x 15"	showing the Coldstream Guards at the battle of Waterloo closing Hougoumont's doors.	\$85.00
DHM150	The Battle of Trafalgar 23" x 15"	showing Nelson dying after having been shot by a French marksman.	\$85.00
DHM073	The Battle of Waterloo 30" x 18"	My all-time favorite painting, showing French Cuirassiers charging British squares.	\$115.00
DHM015	Quatre Bras (Black Watch at Bay) 30" x 20"	showing French cavalry riding down Scottish Black Watch.	\$115.00
DHM110	Charge of the Light Brigade 32" x 20"		\$115.00
DHM153	Duckworth's Action of Sandamingo 1806 30" x 18"	showing sailing ships in combat.	\$115.00
DHM010	Evening of Waterloo 27" x 13"	showing Napoleon making a getaway while Old Guard make a stand.	\$36.00
DHM200	Scotland Forever 32" x 16"	The famous painting of the charge of the Scots Greys at Waterloo.	\$115.00
DHM144	The Captain Capturing the San Nicholas 23" x 15"	The naval battle of St Vincent involving Nelson.	\$36.00
DHM143	The Defense at the Battle of the Glorious First of June 1794 30" x 18"	A British galleon being shot up by two French galleons.	\$36.00
DHM293	Wellingtons March from Quatre Bras to Waterloo 27" x 14"	Wellington leading his army to Waterloo in 1815.	\$36.00
DHM298	The Battle of Bannockburn 32" x 15"	My second favorite painting, showing English knights charging into massed ranks of Scots Common pikemen.	\$115.00



The Battle of Bannockburn

DHM351	Operation Goodwood, Caen, Normandy 11.5" x 9"	Sherman tanks break out from Normandy.	\$36.00
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# WARGAMES

## Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Complexity Key

### Basic Games

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(Introductory Level)

### Intermediate

\*\*

(Still good for beginners)

### Advanced Games

\*\*\*

(Veteran gamers only)

### Master Games

\*\*\*\*

(Too many rules)

## Solitaire Suitability

### Totally Unsuitable For Solitaire Play

#

### Fairly Suitable For Solitaire Play

##

### Highly Suitable For Solitaire Play

###

### Can Only Be Played Solitaire

####

## Company Codes

ADG Australian Design Group  
COA Clash of Arms  
FAS FASA Corp.  
GDW Game Designers Wrkshp  
GRD Games Research&Design  
JED JEDCO Games  
SDI Simulation Design Inc.  
S&T S & T Magazine  
TAS Task Force Games  
VIC Victory Games  
WES West End Games

AH Avalon Hill  
COM Command Mag (XTR)  
GAM Games Workshop  
GMT Not Get More Tanks!  
IRO Iron Crown Enterprises  
MB Milton Bradley Games  
STE Steve Jackson Games  
SUP Supremacy Games  
TGI The Gamers Inc  
3W World Wide Wargames  
WIZ Wizards of the Coast

## Beginner's Games

### JED Basic Training

This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona.

\$1.00

### JED Beginner's Guide to Strategy Gaming

A more comprehensive 55 page introductory book dealing with rules terminology & counter symbology, notes on solitaire play, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules.

\$3.00

### JED Field Marshall

A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8" x 22" mapboards. \$20.00

\$20.00

## Ancient Era

### AH Age of Renaissance

\*/#

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8<sup>th</sup> Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While wars are measured in economic terms, rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheet, score pads, 64 history cards, etc. \$109.95

\$109.95

### Xeno Alexander's Generals

\*/##

A magnificent game from Xeno games, this is the game of Alexander the Great's successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun*. For 2-6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The sixty province cards are dealt equally to each player, and players then place their counters on the board. Units have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrison and triremes. Rules are nice and simple, so you can concentrate on playing the game. For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10, and skirmishers kill elephants on 7+ on a D10. Players receive recruitment points from the provinces owned, and certain provinces provide certain troop types at a discount. 23" x 25" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. \$49.95

**3W Barbarians 70 BC - 260 AD** \* \*/###  
A huge strategic game with 400+ sized maps covering the entire northern frontier of the Roman Empire. 1,000 counter represent legions, cohorts and auxiliaries for the Romans, warbands and hordes for the barbarians, including Sarmatians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are represented. There are 32 scenarios, but perhaps the most appealing is the Free Set-up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. Come the 3rd Century, it will be hard stopping those Goths & Vandals. \$45.00

**DEC Battles of Ancient World Vol. II** \* \*/###  
Includes four more battles of the Ancient World. Issus 333 BC, between Alexander and Darius; Metraurus in 207 BC where the Roman Consul Nero crushed the Carthaginian force; 53 BC, where the Parthians obliterated a Roman force; and Idvisto in 15 AD with the Romans seeking revenge against the Germans. 420 counters, etc. \$20.00

**AH Britannia** \* #  
A 3 to 5 player game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. With 256 counters and a 22" x 24" mapboard. \$55.00

**AH Civilization** \* #  
2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 2500BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Symbols: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. \$85.00

→ **Advanced Civilization**  
Box set containing a 48-page rulebook & gamers guide, additional civilization (8 new) & commodity cards, 4 new calamities, eight-player games, pillage, enhanced card attributes, simplified trading, etc! \$65.00

→ **Trade Cards**

50 extra cards as included in the original game. \$10.00

→ **Western Expansion Map**  
22" x 11" mapsheet extension & African/Iberian AST. \$16.00

**AH Hannibal: Rome vs Carthage** \* \*/#  
A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others, as he leads his army across the Alps. If you play Rome, you must play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals such as Fabius Maximus and Scipio Africanus. Your battlefield includes Spain, Africa, Italy, Gaul, Sardinia and Sicily. 2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & generals counters, etc. \$80.00

**AH History of the World** \* #  
A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandoning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. \$80.00

**3W Ironsides** \* \*/###  
Presents four scenarios from the English Civil War, being the Edgehill Campaign, the campaign leading to Marston Moor, the rebellion in Ireland (to be played solitaire) and Scotland. Has 500 counters, 2 x 34" x 27" maps, rules. \$35.00

**GMT Julius Caesar** \* \*/###  
960 stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 regions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar & Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian army against Caesar, etc! \$90.00

→ **Dictator: Julius Caesar Module # 1**

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Manius against the Cimbri under King Boenix; & Chaeronea in 368BC, Consul Sulla against Archelaus. \$30.00

**AH Kingmaker** \* \*/###  
Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royalts. Features sieges, feudal politics, peasant revolts, pirates, Parliamentary titles, plague, Scottish raids, and a distinct lack of medieval chivalry! 23" x 21" mapboard, 90 Event & 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. \$55.00

→ **Dictator: Julius Caesar Module # 1**

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Manius against the Cimbri under King Boenix; & Chaeronea in 368BC, Consul Sulla against Archelaus. \$30.00

**AH Machiavelli** \* \*/#  
A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is built on the elegantly simple system and mechanics of *Diplomacy*, but also adds sides, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22" x 32" mapboard, 520 counters. \$70.00

**AH Maharaja** \* \*/#  
A 3 to 6 player game of 3000+ years of Indian History beginning with the Aryan invasion from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. Game mechanics are simple, allowing players to concentrate on fast moving game play. 2 sheets of counters, a stunning 22" x 24" mounted mapboard, rules, historical notes, 17 victory point cards. \$65.00

**AH New World** \* #  
2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonize the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. \$45.00

**AH Republic Of Rome** \* \*/###  
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate whenever to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! \$85.00

**GMT Samurai** \* \*/###  
Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jidai, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes

counters of individual samurai who can challenge opponents to collect honor, or if you fail the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okahazama, Anegawa, Kawachiakajima, Mikita-ga-Hara, Nagashino and Sekigahara. 850 counters, two backprinted 22x34" maps, rules, scenarios, etc. \$90.00

### GAM Samurai Card Game

\* #

Become a samurai in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal lord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3 to 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. \$39.95

### MB Samurai Swords

\* #

Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16<sup>th</sup> century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninja, but be on the watch for those backstabbers! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. \$89.95

### AH Successors

\* #

The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With a unique multi-player strategy game format, special small scenario and larger games, 64 playing cards, mutiny, assassins, sieges, naval combat, defections, 3 counter sheets. \$90.00

### COA The King's War

\* #

Two players play solitaire simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England & Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign, 500 counters, Covers walled towns, fortresses, sieges, regional politics, 22x34" map, player aid maps, charts, rules. \$60.00

### MAY The Settlers of Catan 2<sup>nd</sup> Printing

\* #

This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes *Settlers* an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. \$70.00

## Napoleonic Era

### COA 1807: The Eagles Turn East

\* #

1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters representing every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry. \$75.00  
Art of War Magazine # 23/24 Includes a module for 1807. \$7.00  
The Art of War Magazine # 25 Clash of Arms magazine. This issue contains a narrative history for 1807: The Eagles Turn East. \$4.00

### 3W Battle Of The Alma

\* #

The first major battle of the Crimean War. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34" x 22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. \$25.00

### AH Blackbeard

\* #

An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manner of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. \$85.00

### GUS BORODINO

\* #

Another stirring Napoleonic game by Games USA, this one featuring one of the most exciting battles of the time - the titanic clash between Napoleon and the Russians at Borodino in 1812. Two massive armies that in the end drew a stalemate. Giving a "miniature feel" the counters of divisions are 1" by 1/4", with area movement on the map, so our units look like divisions arrayed in line for battle. Features every major corps, wing and army leader, units are divisions for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18" x 25" area movement map, rules, scenarios. \$43.00

### COA Close Action - Fighting Sail

\* #

The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of 1812, & the bitterly contested wars of Napoleon. Range attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules.

### AH Empires In Arms

\* #

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a series of conflicts, political alliances and military ambitions that characterized this bloody era. Contains 1008 counters & two 25" x 35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etc. A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. \$80.00

### XEN Emperors of Europe

\* #

Can you conquer Europe? Napoleon, Frederick the Great and others have tried. The Total War Scenario in this game provides you with the chance to accomplish this monumental task. The Historical Scenario enables you to enlarge your nation while maintaining a delicate balance of alliances. These strategic challenges, as well as operational and tactical skills are all tested when you play Emperors of Europe. Includes 698 stand-up counters, 24" x 36" color map of Europe, army displays, etc. \$45.00

### AH Enemy in Sight

\* #

An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American

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frigates capable of making 14 knots in an open sea. Break the line, rake the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Simple rules, 40 counters, 176 color cards, for 2-8 players.

**GU Friedland** \* \* /###  
This wargame has a miniature's feel, with unit counters of divisions being 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. The battle is Friedland in 1807, between Napoleon and the Russians under Bennigsen. Features every major corps, wing and army leader, units are divisions and brigades for infantry, brigades or regiments for cavalry, and artillery in batteries of 4-8 guns. With five scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, provide fog of war. With middle complexity rules, 380 counters, 18" x 26" colorful area movement map, rules, scenarios. Recommended. **Special - \$40.00**

**COA Jena** \* \* /###  
1806AD. With five scenarios that span the opening engagement of Sаlfeld through the incredible French victories of Jena and Auerstedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 3 34" x 22" maps, 420 counters, rules, combat chart, offboard movement track. **\$50.00**

**COA Kolin** \* \* /###  
In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshall Von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic descendants. With 420 counters, 3 34" x 22" maps, standard and special rule books, charts, tables, historical commentary. **\$55.00**

**COA La Bataille D'Espagnol - Talavera** \* \* /###  
A simulation of the culminating battle of Wellington's 1813 counter offensive against the French in Spain. The game is played on 4 17" x 22" period maps over which a hexagonal grid has been laid. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. **\$30.00**

**COA La Bataille D'Albuera-Espagnol** \* \* /###  
A simulation of the hardest fought battle of the Peninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, must rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Extremadura. With 34x22" map, 400 counters. **\$30.00**

**COA La Bataille de Corunna-Espagnol** \* \* /###  
1809, January 11th. A very tough wargame where British army struggles into the port of La Coruña. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. **\$30.00**

**COA La Bataille de les Quatre Bras** \* \* /###  
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall reed and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. **\$70.00**

**COA Leuthen** \* \* /###  
It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles' nearly 60,000 polyglotous force of Austrians, Hungarians, Imperials, Bavarians and Wurttembergers. This became Frederick's greatest victory. Unit scale is infantry battalions, cavalry regiments, artillery "sections." With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. **\$99.00**

**COL Napoleon** \* \* /###  
Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuver about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, so your enemy does not know what your units are. **\$45.00**

**S&T138 Napoleon at Eylau** \* \* /###  
Strategy & Tactics Magazine. A two player game which re-enacts the battle which occurred on February 8<sup>th</sup> 1807 before the town of Preussisch-Eylau between the French under Napoleon and Russians under Bennigsen. 120 counters. **\$6.00**

**COA Napoleon at Leipzig** \* \* /###  
His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stoal foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Drawing every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. **\$45.00**

**COL Quebec 1759** \* \* /###  
A unique strategy game depicting the historic campaign and battle between French and British forces for control of North America. The game is played on a 32" x 11" colorful mapboard with wooden counters which represent the actual regiments, militia, Indians, and naval forces that served in the campaign. As the British you must launch a successful assault across the river to invade French territory, and you can make feints to keep the French player off his toes. With 50 wooden pieces giving fog-of-war, with simple rules and set-up so you can set-up and play within 5 minutes. **\$36.00**

**PAR Risk Deluxe** \* \* /###  
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each area is marked with a secret unit counter card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold only 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. **\$70.00**

**JUM STRATEGO** \* \* /###  
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

**Stratego Travel** \$25.00  
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat

quicker to resolve. A "10" kills a "3" for example.

**Stratego Compact** \$30.00  
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

**Stratego Original** \$50.00  
This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

**Stratego 4** \$80.00  
This is four or three player Stratego - and with a few changes! The mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank. You have 20 pieces each.

There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plastic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The next rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress.

**DEC The '45** \* \* /###  
Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detached companies. The map is point to point movement. 352 counters, map, \$55.00

**DEC The Sun Never Sets** \* \* /###  
Three separate games of the major wars fought by the British to expand their Empire in the 19<sup>th</sup> Century. Players can march to the far flung frontiers of British civilization, engage vast hordes of natives, and plant the British flat in Kharourt, Peking, and Ulundi. The three campaigns are March to Peking, with Britain and France in 1860 taking on the Chinese; Zulu War with the British against the Zulus in 1879; and The Sudan, with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34x22" maps, 620 counters. **\$60.00**

**GMT The Battles of Waterloo** \* \* /###  
Modern warfare's most famous battle. Do you try to take Hougoumont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to seize the crossroads; Ligny, where the Prussians received a lighting strike from 18,000 men; Waterloo, where the French must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont-St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps. **\$80.00**

**AH War & Peace** \* \* /###  
In 1804, Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth, incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchs branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44" x 16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **\$60.00**

**COL War of 1812** \* \* /###  
In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32" x 21" period map with town to town/ lake to lake movement system; 50 wooden pieces with a sticker on one face to give fog-of-war, simple rules. **\$36.00**

**AH We the People** \* \* /###  
An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objectives of control over the colonies. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. **\$85.00**

**AH Wooden Ships & Iron Men** \* \* /###  
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can compete in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22" x 28" mapboard & 180 counters. Recommended. **\$60.00**

**COA Autumn of Glory** \* \* /###  
A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattanooga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. The weak Confederate forces must remain flexible and hang on until help arrives. With a 22" x 34" map, 240 counters, two rulebooks, etc. **\$40.00**

The Art of War #23/24 includes a complete expansion for Autumn of Glory, including 140 counters. **\$7.00**

**COL Bobby Lee** \* \* /###  
Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. **\$52.00**

**AH Geronimo** \* \* /###  
As Indian player your troops include the finest light cavalry the world has known. Apache, Sioux, Kiowa, Cheyenne, Comanche, Blackfoot, Arapaho, etc. Arrayed against the fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, Gatling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. **\$75.00**

**SPE Gettysburg: Three Days in July** \* \* /###  
By Spearit Games, this is the most visually appealing and playable game of the Battle of Gettysburg in the American Civil War. With a stunning 21" x 37" mounted mapboard of Gettysburg, Pennsylvania, and surrounding area with hex movement and 137 one inch plastic standup pieces, with a flag on one side and the unit on the other, to give fog of war, representing every infantry, cavalry and artillery unit present at the battle. 16 pages of rules are easy to follow, and players record damage to units on unit score pads provided. Also has various play ad cards and tables. Weights over 2.2 kg! **Crazy Special \$48.00**

**GMT Glory** \* \* /###  
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

**Special - \$40.00**

**COA Home Before the Leaves Fall** \* \* \* /###  
This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34" x 22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary. **\$124.95**

**AH Knights of the Air** \* \* /###  
Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncrasies it demonstrated in real life. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With color 22x32" mounted mapboard, maneuver cards, cards for each plane, counters, etc. **\$50.00**

Covers three battles, First Manassas, Second Manassas and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22" x 34" maps. **\$70.00**

**AH Here Come the Rebels** \* \* /###  
The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign.

**COA Lees Take Command** \* \* /###  
A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Includes a 22" x 34" map, 240 counters, two rulebooks, player aid cards. **\$37.00**

**AH Roads to Gettysburg** \* \* /###  
Covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the heat impact of war. As the Union General Meade, you have to catch this army and crush it to end the war. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. **\$75.00**

**COL Grant** \* \* /###  
Brings to life the most dramatic event in American history, the Civil War. The game covers the war in the western theater, focusing on the three year struggle for Alabama, Georgia, Kentucky, Mississippi, and Tennessee. Rules link to "Bobby Lee" as well. The historical campaigns included are Shiloh, Vicksburg, Chickamauga, and Atlanta. Features a superb full color 22" x 25" map, 84 wooden counters that provide step losses and fog of war. **\$60.00**

**AH Stonewall in the Valley** \* \* /###  
The full campaign in the Shenandoah from March to June 1862. Stonewall's time in Valley may be compromised by three Union corps. In six weeks he out-maneuvers all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, trails, railroads, villages, mountains, and waterways. **\$70.00**

**AH Stonewall Jackson's Way** \* \* /###  
Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32" x 22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. 520 counters. **\$85.00**

**AH Stonewall's Last Battle** \* \* /###  
The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear, shattering the Union XI Corps and causing Hooker to retreat. With 22" x 32" mapsheet, 260 counters, charts, etc. **\$65.00**

**COA The Army of the Heartland** \* \* /###  
During the four bloody years of the American Civil War, many of the most important campaigns occurred in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee poured out its blood; Johnston bleeding to death in a Shiloh peach orchard, the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. **\$60.00**

**GMT The Three Days of Gettysburg** \* \* \* /###  
This game is the most stunning American civil war game I have seen. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. Includes a staggering 1,680 beautiful counters, 3 22" x 34" maps, seven scenarios. Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. **\$99.00**

**Xeno This Hallowed Ground** \* \* /###  
The American Civil War in the style of Axis & Allies, by Xeno Games. Contains a light card 22" x 34" color map, 104 plastic pieces that represent 6 different troop types for both Confederate and Union: armies, cavalry, leaders, recruits, Veteran infantry, elite infantry. The plastic figures are about 2.5" high and are very high quality. There are also 140 counters representing ships, forts, entrenchments, 19 tanks, 70 min. poker chips to represent stacking, 10 dice, simple rules, which cover: naval units, entrenchments, forts, railroads, command control, bombardments, recruitment, Union blockades, blockade runners, Confederate raiders, and Indian uprisings. **\$60.00**

**World War One** \* \* /###  
A stand alone game of Colonial Diplomacy, using all of regular Diplomacy's rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! **\$100.00**

**AH Diplomacy** \* \* /###  
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, etc. **\$65.00**

**ADG Fatal Alliances II** \* \* /###  
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units) from 19 nations. A4 map overlays (WWI Central Europe & WW2 Scandinavian Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. **\$30.00**

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Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncrasies it demonstrated in real life. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With color 22x32" mounted mapboard, maneuver cards, cards for each plane, counters, etc. **\$50.00**

## COA Landships

Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918. \$45.00

The Art of War Magazine # 25 Advanced Rules for Landships. \$4.00

## GRD March to Victory

The Great War with Europe rules! 16 miles to a hex, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map. 3,360 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and neutrals OB books. Lots of scenarios. Off maps strategic operations. February. \$150.00

## S&T186 Over the Top!

General Von Kluck's German First Army was to sweep through Belgium and northern France to trap the Allies in Paris, but the Battles of Mons and the Marne, in 1914, put paid to the German strategy. Map and 280 back printed counters. \$22.00

## S&T180 Reinforce the Right! 1914

A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany. \$27.00

## 3W Rorke's Drift

Contains two games in one. A tactical game of Rorke's Drift, pitting just over a hundred British soldiers against 4,000 Zulus, in one of the greatest feats of bravery ever. The second is a campaign game of the entire Boer War, where the British were repeatedly beaten by the Boers, they finally managed to win. With 600 counters, maps, etc. \$20.00

## AP The Great War at Sea Vol. I

This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austria-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios, 8 pages of rules, 280 1/4" inch counters and 180 1" counters, three maps. Fantastic. Special - \$50.00

## PAN Warlords

An enthralling multi-player (3 to 7) wargame of social turmoil and military expansionism set in the fact-on-ton provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. \$2.00

# World War Two

## AH Advanced Third Reich

A comprehensive study of the battle for Europe and North Africa. Components include two painted 22" x 31" mapboards with 1" large (60 mils) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, etc. \$90.00

## → Empire of the Rising Sun

The Third Reich rules for the war in the Pacific. This can be played with Third Reich or as a complete stand alone game. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, 5 counter sheets, 2 22" x 31" mapboards, etc. \$99.00

## AH Atlantic Storm

From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismarck is including in the game. Due Feb.

## MB Axis & Allies

A rather big game of global grand strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19" x 33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended.

## The World At War

By Xeno Games, this is a deluxe Axis & Allies expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rules may be used with either 1st or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18" x 30" full color map that is very easy to use when all the countries etc are. More territorial hints are added; the Germans can build SS troops, there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed!

## JED Europe at War

A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8" x 22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. \$20.00

## XEN Europe at War

By Xeno Games, this magnificent game of WWII in Europe & North Africa is in the league of Axis & Allies, but at one third less the price! With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple too! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russia, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the major powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology; you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24 x 36" map, 70 mini poker chips. Very thoroughly recommended! \$60.00

**Russia at War** This expansion includes new charts and set up for a 1941 starting time, additional Russian playing pieces, additional German and Italian pieces, additional pieces for partisans and neutral countries, printed play money, etc. \$50.00

## \*#/#

## DEC KRIEG

World War Two in Europe as an engaging game for 2 or 3 players. Of modest complexity with high solitaire potential. Can Britain form an effective coalition? Will Stalin break the Nazi-Soviet Pact? With economics and diplomacy resolved through card play, this game features plenty of intriguing twists and turns. This game is the old fashioned "pre-rules-lawyer" style of game, an old fashioned panzer pushing good time. With 420 counters for all major belligerents of Europe, 2 34 x 22" maps, etc.

## \*#/#

## GMT Operation Mercury

The Great War with Europe rules! 16 miles to a hex, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map. 3,360 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and neutrals OB books. Lots of scenarios. Off maps strategic operations. February. \$150.00

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## \*#/#

## AH Squad Leader 4th Edition

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters represent individual leaders & vehicles, infantry squads, support units, fortifications, etc. Four 8" x 22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, roadblocks, mortars, flamethrowers, demo charges, AT guns, and so much more.

## \*#/#

**Cross of Iron** An east-front expansion for Squad Leader that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8" x 22" mapboard and 1096 counters.

## \*#/#

**Crescendo of Doom** introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapboards, 1324 counters.

## \*#/#

## AH Up Front

This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. Components include 322 illustrated colour cards, and 304 counters.

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## ADG World in Flames Deluxe 6th Edition

Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategic decisions that decide the fate of nations. With 16 scenarios, 8 pages of revised rules, and 1096 counters, large map, and overlays. The final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended.

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**World in Flames** Classic Basic edition. \$80.00

**AfA/AsA Update Kit** Replaces Africa Aflame and Asia Aflame for all players of World in Flames' the Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WiF's final edition. Has 400 counters and maps for Africa and Scandinavia.

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**DAYS of DECISION II** A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts.

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**PLANES IN FLAMES GOLD EDITION** (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, and all individually rated. Includes new WiF rules such as pilot training, lend-lease, carrier bombing, 5th ed. WiF errata (!), etc. Special

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**FATAL ALLIANCES II** World War One add-on for WiF. See description under WWI heading.

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**ASIA AFLAME Gold Edition** Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book.

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**SHIPS IN FLAMES** Provides very fleet carrier, light carrier, battleship, battlecruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. 1000 counters, Task Force Display, rules, etc.

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**WiF Classic "Deluxe" Update Kit** Allows you to convert your World in Flames: Classic or WiF Deluxe Update kit to the full wonders of the WiF-Deluxe game. This kit contains all the counters and maps for Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame and Mech in Flames. Has 2,200 counters, maps of Africa and Scandinavia, and charts.

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**WIF Classic "Deluxe" Update Kit** Allows you to convert your World in Flames: Classic or WiF Deluxe Update kit to the full wonders of the WiF-Deluxe game. This kit contains all the counters and maps for Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame and Mech in Flames. Has 2,200 counters, maps of Africa and Scandinavia, and charts.

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**ASL ANNUAL '91** 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, the German PzKpfw Maus with counter art, etc.

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**ASL ANNUAL '92** 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, 13 scenarios, and more.

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**ASL ANNUAL '93 Part A** 80 pages with scenarios and articles on ASL. More details next catalog.

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**ASL ANNUAL '93 Part B** 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Includes a card map lift out for the campaign game.

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**ASL ANNUAL '95** Avalon Hill finally released the '94 ASL Annual, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, etc.

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**ASL ANNUAL '96** Featuring an article on snow on an ASL moving, motion, and non-stopped status, Atlantic '93 Scenario Analysis, tips on cave and cave complex setups, and full of new scenarios, etc.

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**ASL ANNUAL '97** Articles and scenarios on cavalry; scenarios focusing on scouts; a two-fold jungle map and scenarios *The Road to Niyumpu* Go to play on it, where the American soldiers of Merrill's Marauders fight the Japanese in Burma; a scenario that pits an infantry-only force against a force with tanks; etc.

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**BEYOND VALOR MODULE 1** Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n trim that lot! Also features four 8" x 22" mapboards (#20 to 23, all urban) and 10 scenarios.

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and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n trim that lot! Also features four 8" x 22" mapboards (#20 to 23, all urban) and 10 scenarios.

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**PARATROOPER MODULE 2** This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided, including US airborne operations during the Normandy Invasion. Features one 16" x 24" mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play.

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**YANKS MODULE 3** Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8" x 22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for Chapter H.

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**PARTISAN! MODULE 4** Features 8 scenarios specifically targeting partisan operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8" x 22" mapboards (#10/12).

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**WEST of ALAMEIN MODULE 5** An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun-blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8" x 22" desert mapboards (#25-29), a 7" x 22" escarpment map and six pages of terrain overlays.

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**THE LAST HURRAH! MODULE 6** Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors).

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**HOLLOW LEGIONS MODULE 7** This package presents the Italians; whose fighting prowess was unfairly maligned at aqua-vel. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios from North Africa to Russia, and the relevant pages for Chapters H and N.

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**CODE of BUSHIDO MODULE 8** Presents the Japanese army and rules for the Pacific theater. Contains 660 counters covering all major Japanese vehicles, gun & trap types employed from the 1930s to 1945. Includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzai charges, kamikaze tank-hunters, hara-kiri, pack animals, etc.), plus Japanese add-ons for chapter H.

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**GUNG-HO! MODULE 9** Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc.), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios.

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**CROIX DE GUERRE (Cross of War) MODULE 10** This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc. overlays, 8 pages of revised rules, Chapter H & DYO, and 8 scenarios. There are over 600 counters.

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**RED BARRICADES HISTORICAL MODULE 1** The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, Callers, AT ditches, etc. includes three separate Campaign games for street fighting.

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**KAMPFGRUPPE PEIPER I HISTORICAL MODULE 2** A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont, Belgium, during the Battle of the Bulge. Includes two piece 31" x 45" full color map depicting the village and surrounding environs. Contains 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexes, etc.

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**KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3** A companion that expands upon the MODULE 2. Includes update to Chapter P with several new terrain types; three different campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios use small portions of the two maps, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update.

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**PEGASUS BRIDGE HISTORICAL MODULE 4** The glider-borne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. This elite company must hold the bridge until relieved. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22" x 32" map, Chapter Q, 224 counters, new vehicles, 6 scenarios.

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**SOLITAIRE ASL SOLITAIRE MODULE 1** Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various color nationality cards - one each for Americans, Russians and Germans, allowing you to play against any of these sides against the other. Unfriendly enemy units are represented on the mapboard by the presence of 14? Support? markers, which could be dummies or nasty surprises! With 16 new scenarios, 260 counters, generation cards, Chapter S. \$70.00

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**ASL ACTION PACK # 1** This pack contains ASL Boards #42 and #43 as well as eight new scenarios specifically designed for use with these new boards. The actions in these battles span the length of the war - from 1939 to 1945 - and the length of Europe - from Poland to Sicily, from Russia to France. Also has a color coded playing aide to help you through the somewhat complicated OBA section of Chapter C.

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**CLASSIC ASL** Compilation of the best of THE GENERAL, ASL articles, and scenarios in a 48 page magazine. Due Feb.

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**ASL & Squad Leader Boards** The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G.

**Critical Hit Approved ASL Supplements**

Critical Hit is a company in the USA that produces a superb ASL magazine called Critical Hit, released twice a year.

They also produce a range of ASL products such as scenario packs. If you are an ASL player and wish Avalon Hill released a lot more titles, then this range will make you very happy! It's also a lot cheaper than the ASL Annual!

**○ Critical Hit Magazine Issue # 1** 32 pages of articles for ASL. Scenarios include British & Canadians against the SS in 1944. The Germans try to seize Bataan. Soviets in 1941, an American assault upon a line of Japanese pillboxes

# 40 - Wargames: Europa - Western Front

armor and infantry attacks in Malaysia 1942; two SS Panthers toast six Shermans in France 1944 (unless you can save them); an armored clash between Soviet Guards and the Japanese in Manchuria in 1945, etc. \$16.00

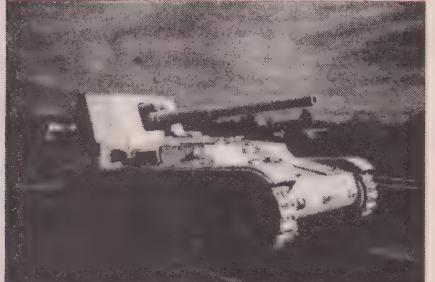
**O Critical Hit Magazine Issue # 4** 46 pages of articles for ASL. Includes an article for conducting armored assaults, focusing on armored infantry, ten scenarios ranging from D-Day, 1941 Russian front with Russian paratroopers, Hungary 1945, Egypt 1942, etc; historical commentary from WW2 participants; articles regarding tournaments; strategy ideas; new item reviews, etc. \$16.00

**O Critical Hit Magazine Issue # 5** 48 page magazine full of articles for ASL, as well as new ASL scenarios. Articles include using obstacles effectively, scenario design, scenarios include Israel vs Egypt in 1948, the last German armor assault in Russia, Poland 1920, the all-time famous battle where the German Tiger I Commander Wittmann almost single handedly destroyed over 50 British tanks and halftracks. \$20.00

**O Critical Hit Magazine Special Edition** This is a superb production. Features 10 counters (needs mounting on cardboard), a light card sheet of a village, a vernacular version of Chapter F, designed to encourage ASL players to game in North Africa; ten scenarios; an article on desert tactics; details on the Finnish army; an article on Tiger tanks in Tunisia, etc, with a scenario of the Tiger I's first combat action in Tunisia. \$25.00

**O Critical Hit Magazine Issue # 7** Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-ops, play notes on the Canadian army, scenario replays, etc. \$26.00

**O Critical Hit Magazine Issue Vol 4.2** 56 pages, with color cover and map on the backcover. Includes many articles plus 8 scenarios, which include a failed German assault on a US held village, the Italian Semovento 90 da 53 in action, Yugoslavian partisans in action, etc. \$26.00



**O All American: 82nd Airborne Module 1** Stars the paratroopers of the 82nd Airborne "All American" Division that descended on the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. \$40.00

**O All American: Timmers' Orchard Module 2** Includes eight new scenarios, all playable on an accurate 32"x28" tactical map included. Also has 2 new solitaire missions, charts, special rules, and a monster scenario. \$40.00

**O Armored Stand - Platoon Leader Pack II** A campaign game for Platoon Leader listed above. Depicts the battle for San Miguel in the Philippines of 1945. You can command the units of the late-war Japanese 2nd Tank Division in its battle against the American 25th Infantry Division and support units. Includes new terrain features such as palm trees, a cemetery, etc. \$16.00

**O ASL '96 Pack** Ten scenarios that require ownership of boards 2.5, 6, 10, 16, 17, 18, 11, 20, 21, 23, 35, 37. Scenarios include Sicily 1943 with the Big Red One taking on the 15th Panzergrenadiers Division, China 1938 where Chinese Communists fight the Government, France 1940 where K Battery of the Royal Horse Artillery took a stand to delay the attacking Panzers south of Dunkirk, Malaya 1942, Hungary 1945, Korea 1950, etc. \$16.00

**O ASL Cemetery Hill** You must own Platoon Leader to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjager; including printed color overlays, a new reinforcement group chart, scenarios, etc. \$13.50

**O ASL News Pack 1** Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. \$16.00

**O ASL Platoon Leader 2.0** This second edition includes complete campaign game rules, ready to slip into your ASL rulebook, all scenario and detail required to run the campaign game Primosole Bridge, which depicts the fight for the bridge called Primosole in Sicily, 1943 between German and British paratroopers. Includes campaign, new rules, color overlays. \$19.00

**O ASL Rout Pak I - Aussie ASL Pack** 8 scenarios featuring the British and Commonwealth forces during WW2, including a Kiwi tank attack that runs afoul of an 88mm L56, a Scottish infantry unit tries to defend a small village against a joint armor/infantry attack, an engagement between British with PIATs versus six Panthers - guess who wins! \$13.00

**O ASL Rout Pak II** Ten more scenarios for ASL including a Finnish assault on the entrenched Soviet 163rd Ukrainian Division, French and Germans go head to head in France 1940, Japanese-Americans assault a dug-in German position in 1944, a Japanese attempt to take Guadalcanal's airfield, etc. \$16.00

**O Aussie-ASL '97 Pack** A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942. \$16.00

**O Defeating Emy Armor** A brand new tips book for ASL players interested in winning tank vs tank wars in their scenarios. Covers firing on the move, firing from short halts, firing from long halts, using terrain to your advantage, various types of AP ammunition, and 2 scenarios etc. \$15.00

**O Gembloix: The Feint** A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. \$29.00

**O Jatkosota ASL Pack** Takes the ASL player into the heart of Finland's Continuation War, where re-entered the war on the side of Germany in order to take back its land. Includes the Finland vs Soviet battle of Kekela in 1941, Finnish recapture Viipuri, the Soviet offensive of 1944, Finnish troops with Panzerfausts, the Finnish Armored Division, etc. With over 42 color paper counters & 27 B&W counters. \$19.00

**O Leatherneck** 12 scenarios for ASL focusing on the US Marine Corps as they take on the Japanese Army across the far reaching Pacific battlefields from Guadalcanal to Okinawa, including a impossible Marine attack against a stolid Japanese defense of Okinawa, a gripping battle with 18 Japanese tanks attacking Marines with just 3 Shermans, 2 75mm GMC and 2 37mm ATGs. The battle was a slaughter - but whose? \$16.00

**O OAFA (On All Fronts) Pack I** Has ten scenarios, including a Soviet T-34 counter attack against a German Tiger I advance, the American 82nd Airborne versus SS Panzergrenadiers, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. \$16.00

**O Scroungin' ASL News** The best of European ASL including ten scenarios and two campaigns, which covers Belgium 1944, Stalingrad 1942, Soviet assault on Berlin, German paratroops cut to pieces in Crete by British troops, a scenario with a Churchill Crocodile, and a massive battle between the French & Germans in 1940, etc. \$21.00

**O Soldiers of the Negus** A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! \$26.00

## Europa Series

### GRD BALKAN FRONT

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Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. \$75.00

### GRD FIRE IN THE EAST

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Recreates the campaign in the Soviet Union from the start of the Barbarossa invasion in June 1941 through the end of the Soviet winter counter offensive in March 1942. Six maps stretch from Warsaw to Stalingrad. Terrain is analysed in detail with over 20 different types. 2,500 counters each marked with its historical designation. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German panzer spearheads can break through the front easily, but soon find themselves outrunning their supply lines. \$120.00

### GRD FOR WHOM THE BELL TOLLS

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The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. \$130.00

### GRD NARVIK

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Covers both the operational invasion of Norway and the Europa level invasion. Armed forces of Sweden and Denmark are included. Two maps covering Norway and Sweden, 1,400 counters of Germans, British, French, Poles, Swedes, & German-Army-Oriented counters. April. \$99.00

### GRD POLAND - FIRST TO FIGHT

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On Sept. 1, 1939 Germany unleashed a new weapon that completely changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshaped and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, scenarios. \$90.00

### GRD SECOND FRONT

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This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. \$225.00

### GRD WAR IN THE DESERT

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This game recreates the struggle for North Africa and the Near East, from the summer of 1940 to the Axis counteroffensive in May 1943. Contains all the forces from British cavalry to Tiger tanks, from Heinkel CH-42 biplanes to giant B-24 Liberators. Has the Europa forces and elements of the British, Turkey, Iran, Iraq, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. \$150.00

### GRD EUROPA MAGAZINE # 49

The official Europa Magazine, issue # 49, focusing on the war at sea during WW2, covering the Soviet navy, Royal Navy Order of Battle 1939-40, Reducing Dice Rolls on Second Front, etc. \$12.00

**GRD EUROPA MAGAZINE # 50** The official Europa Magazine, issue # 50, focusing on the war in the air during WW2, including the Luftwaffe in the East, the French air forces, Rapid Fire Bombing, etc. \$12.00

**GRD EUROPA MAGAZINE # 52** The official Europa Magazine, issue # 52, focusing on Canada at war in WW2. \$12.00

**GRD EUROPA MAGAZINE # 53** The official Europa Magazine, issue # 53, including British airborne units, siege of Belgrade. \$12.00

**GRD EUROPA MAGAZINE # 54** The official Europa Magazine, issue # 54, containing a scorched earth Naval system. \$12.00

**GRD EUROPA MAGAZINE # 55** The official Europa Magazine, issue # 55, focusing on the Italians in WW2, with a magnificent historical commentary. \$12.00

**GRD EUROPA MAGAZINE # 56** The official Europa Magazine, issue # 56, with a Second Front campaign, German Pocket Battleships, Italian human torpedoes, etc. \$12.00

## African Campaign

### JED AFRICAN CAMPAIGN 2nd Edition

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A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. \$25.00

### COL MEDFRONT

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You must own West Front to use. The first is the Spanish Civil War. This game simulates the tragic and chaotic civil war between the Republican and Fascist forces that engulfed Spain from 1936-1939. The second is the campaign game of the Desert War, from 1940 - 1943, with several scenarios including Crusader, Battleaxe, and the "Torch" invasion of Morocco and Algeria by American and British forces. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front. \$45.00

### COL ROMMEL IN THE DESERT

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The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to

get that perfect 3:1 attack on units in front of your forces. Color mapboard is 12" x 36", 7 scenarios. \$60.00

### MOM TRIUMPHANT FOX

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Panzermeise Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative highly interactive sequence of play. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. \$75.00

### TGI TUNISIA Nov 1942-May 43

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A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untried Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. With 780 counters, series and game rules, charts, 6 scenarios, etc. \$75.00

## Western Front

### COA ACHTUNG - SPITFIRE

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The game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever system of "get out" that allows players to recreate famous missions and even campaigns. Use the same system as Over the Reich, with 280 counters, 24 aircraft data cards on a 34x22" map, rules, etc. \$75.00 Art of War Magazine # 23/24 Contains a large supplement for Achtung Spitfire, with several plane data sheets. \$7.00 Art of War Magazine # 25 Expansion rules for Achtung-Spitfire. \$4.00

### VIC AMBUSH

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Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactics, decisions, and combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles. The player selects, equips, and leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). \$80.00

### AH B-17 QUEEN OF THE SKIES

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A solitaire game where the player controls the 10-man crew of a B-17 Flying Fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. With 88 counters, an 11"x16" mapboard, reference charts. \$50.00

### AH BATTLE OF THE BULGE 3rd Edition

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3 German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game has 194 counters, a 14"x22" mapboard, a 40 page book with historical background. \$40.00

### AH BREAKOUT NORMANDY

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A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for reinforcements. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. A 16"x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. \$70.00

### GMT BRITAIN STANDS ALONE

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This game allows players to fight one of the most intriguing "what-if's" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? With 480 counters, 2 maps, rules, cards, etc. \$60.00

### AH D-DAY 3rd Edition

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On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-vaunted coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. \$40.00

### JED FORTRESS EUROPA

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An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining. \$12.00

### GMT INVASION: NORWAY

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This game simulates this fascinating campaign of Germany's invasion of Norway using an streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air and naval forces accurately portray the complex interplay of war in three dimensions (land, sea and air) in a way that is easy to learn and play, and keeps both sides constantly involved in the game. 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. \$70.00

### AH LONDON'S BURNING

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August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game, but if you do well in your missions, England will survive, but if you fail your missions, the Germans may triumph. In the two player game, you and a wingmate co-operate against the Nazis. With 190 counters, two 16"x22" stunning full color mounted mapboards, rules, 8 scenarios. \$70.00

### S&T160 MEDWAR

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S&T magazine presents a gripping account of the war in the Mediterranean from 1943-44, focusing on the air and naval operations preceding the land invasions of Italy and the islands about Italy. Can you stop the Germans evacuating Sicily? This game can also be used in conjunction with the other Italian campaign games by S&T magazine. Over 200 counters of aircraft and ships, map. Special Price \$5.00

### COA OVER THE REICH

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Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34x22" double-sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. \$55.00

### AH PANZER LEADER

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A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944-45. Components include four geometric 8"x22" mapboards (250 metres per hex), 20 scenarios from D-day to Bastogne & Remagen Bridge), and

384 counters (platoon scale) representing assault guns, tank destroyers, armoured cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. \$65.00

### AH RAID ON ST. NAZARE

At 1:28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. 260 counters, point-to-point system 16" x 33" mapboard. \$65.00

### 3W SINK THE BISMARCK

In May 1941 the German battleship Bismarck and heavy cruiser Prinz Eugen began operation Rheinlegend: the destruction of Allied shipping in the Atlantic. This is an operational level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, historical and hypothetical scenarios, and the vital role of aircraft. 200 counters & map. Special - \$22.50

### 3W SPITFIRE!

Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types. \$50.00

### APL THE INVASION OF ITALY

Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. Included are US parachute drops, Luftwaffe guided bomb attacks on Allied warships, divisional level leaders, special breakthrough combat and repair and use of on-map airfields. Scenario operations include dropping the US 82nd Airborne Division behind the beaches in direct support of the Italian forces holding the city. 700 counters, 22x34" map. \$44.95

### 3W THE LAST BLITZKRIEG

A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenched fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. 300 counters, rules, charts, 34" x 22" map, cards. \$35.00

### GMT THE RISE OF THE LUFTWAFFE

Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-B7s with Ruedel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or Pf-111cs with the Poles. Also has Fw-190s, Russian MiGs and Yak, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, bridges, battleships, air fields, ground forces, radar stations, factories, railroads, \$25.00

**EIGHTH AIR FORCE** An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc. \$65.00

### 3W TO THE FAR SHORE

It is June 6, 1944. Allied aircraft filled the skies, allied review to keep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. 17 types of terrain, turns of 2 days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement. With realistic & detailed invasion rules, 500 counters, 2 maps. \$60.00

### COL WEST FRONT

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22" x 34" mapboard, etc. \$90.00

**EURO FRONT** This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for each year of the war are included. \$40.00

## Eastern Front

**SPI BARBAROSSA** A corps-level recreation of WW2 on the Eastern Front. A unique command system allows for both limited intelligence and for players to hand-tailor their own corps and upgrade them during the game. Includes naval, air, partisans, and German troop commitments to other fronts. The game includes a Campaign scenario and three short scenarios. With 32 page rules, 800 counters, 2 maps, dice, counter tray. \$36.00

### GMT BARBAROSSA Army Group South

Follows the progress of Germany's Army Group South as invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. \$99.00

### TG1 BLACK WEDNESDAY

It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly appointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. With individual vehicles and infantry platoons, 1040 counters, 2 x 22x34" maps, series and game rules, charts and battlebooks, 8 major scenarios, 2 - 50 hours playing time. \$75.00

### AP BLOOD ON THE SNOW

A frozen hell. A war like no other war. The battle of Suomussalmi in the winter of 1939-1940 pitted a single, hastily raised but poorly equipped Finnish division against two full strength Soviet Divisions armed with more than 80 tanks. The Soviets were not stopped, however, for war in sub zero temperatures against an enemy capable of living off the land and moving swiftly over the snow. A challenging game with low to middle complexity with five scenarios, stunning snowy map, 140 counters. \$22.00

### COA BORODINO '41

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motored Divisions reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severely that within five days they lost half their tanks and had to dissolve one SS regiment - with only taking Mozhaisk. But this time more Soviet reinforcements has arrived. 280 counters, maps, rules, Special - \$30.00

### COL EAST FRONT

This is my favorite game of the Eastern Front. Produced by Columbia

Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22" x 34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and aiming tables that are unique. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khark, etc. The game also links directly with West Front. This is a great game of the most challenging theatre of war in WW2. \$90.00

**East Front Rules 2<sup>nd</sup> Ed** Just the 2<sup>nd</sup> Ed rules and charts. \$10.00

**VolgaFront** The expansion allows players who own EastFront to simulate the planned Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard and extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad. With 11" x 34" mapboard, scenario booklet, and the complete EastFront 2<sup>nd</sup> Ed rules book. \$30.00

### GMT LOST VICTORY KHARKOV 1943

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dnieper, with only a thin grey line to stop it. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; and special rules for weather, reconn, reaction, HQs, etc. With 480 stunning counters, 22" x 34" game rules, books & playbook, dice, and player aid cards. 1-4 players. \$65.00

### AH PANZERBLITZ

The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle scenarios take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The play areas are platoon and company sized units. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. \$60.00

### JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crushing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24" x 22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have had Moscow fallen. \$25.00

### AH RUSSIAN FRONT

Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual. \$65.00

### 3W SPIRES OF THE KREMLIN

Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 5000 counters. \$60.00

### GMT TYPHOON Drive on Moscow 1941

In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was A Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintegrate as expected. With 960 counters, three 22x34" maps, six scenarios. \$80.00

### AH TURNING POINT: STALINGRAD

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defense & week-long stalemates. Features a lavish 16" x 44" mapboard (area movement) & 394 counters (battalion level). \$50.00

### AH MIDWAY 2nd Edition

This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where planes and ships slug it out. Components include 226 counters (individual capital ships & squadrons of aircraft), a 22" x 14" battleboard plus two 14" x 11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. \$45.00

### AH VICTORY IN THE PACIFIC 2nd Edition

This very interesting game starts with the Pearl Harbor raid in 1941. While the Japanese forces were impressive, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steaming faces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22" x 28" mapboard (area movement). Recommended. \$55.00

## Post World War Two

### AVA ACQUIRE Deluxe Edition

This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. \$60.00

### AVA AIR BARON

A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Declare Free Wars and go all out for market share. Includes mounted mapboard, 36 plastic planes, play money, simple rules, two counter sheets. \$75.00

### GMT CRISIS SINAI 1973

In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israeli had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by

new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. \$75.00

### S&T185 First Arab-Israeli War 1947-49

A simulation of the Israel War of Independence from 1947-49. On 30<sup>th</sup> Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map. \$27.00

### AH IDF - Israeli Defense Force

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraq, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. \$90.00

### AH Stock Market Guru

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions. \$60.00

### TG1 YOM KIPPUR

In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world would revenge. Six years later the forces of Egypt and Syria attacked Israel. The Egyptians worked out a special plan to cross the canal and headed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Saggar Anti-Tank missile.. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. \$55.00

## World War III

### VIC FLASHPOINT: GOLAN!

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22" x 32" maps (4km per hex). \$35.00

### AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a D10 setpiece. Each aircraft has a stat card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22" x 32" mapboard (1km per hex). \$50.00

### AH M.B.T.

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, smoke, entrencheds, variable ordnance capabilities, gunships, minefields, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8" x 22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. \$70.00

## Science Fiction BattleTech

### FAS BATTLETECH 4<sup>th</sup> Ed

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighbouring space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. BattleTech has now been released as a 4<sup>th</sup> Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32 pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. The advantage of this set over the 3<sup>rd</sup> Ed is simply that you do get 24 different mech types, and two counters of each, whereas the 3<sup>rd</sup> Ed only gives two each of 14 types of mechs. \$45.00

**BattleTech Compendium: The Rules of Warfare** Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20; a map of the Innersphere. \$29.00

**BattleForce 2** Contains two complete games. **BattleForce** is a fast-paced, easy to play game that recreates large scale mech combat on a tactical level. This system retains the feel of BattleTech by providing simple stats for each individual mech and tank, yet play is streamlined to allow players to use entire battalions. **Planetary Assault** is a game of all out war on a

strategic level. The game map represents an entire planet's surface and nearby space. Covers the arrival of forces in the planetary system on JumpShips to the DropShip landings and the subsequent Mech battles raging at the landing zones. With 320 counters, 4 maps, rules, map of Innersphere in 3059. \$65.00

**BattleLance Miniatures Rules** This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. \$4.00

**BattleTech Map Set #2** 8 22" x 18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CityTech & Battletech maps. \$27.00

**BattleTech Maps Set #3** Contains eight 18" x 22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. \$27.00

**BattleTech Map Set #4** Contains eight more 18" x 22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. \$27.00

**BattleTech Map Set #5** Contains eight more 18" x 22" mapsheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. \$27.00

**BattleTech Tactical Handbook** An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech unit. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. \$19.00

**CityTech 2nd Edition** This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTech Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. \$55.00

**Comstar Sourcebook** Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. \$24.00

**Day of Heroes** A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the Clan March Rebellion, as seen in Blood of Heroes novel. This module also finishes off the novel Blood of Heroes, which ended without resolving the combat situation. \$17.50

**Explorer Corps** Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. \$24.00

**Field Manual: Draconis Combine** Contains extensive info about all aspects of House Kunita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. \$32.00

**Field Manual: Free Worlds League** An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. \$32.00

**Field Manual: Mercenaries** No war too small, no fee too high. An in-depth look at mercenaries in the 31<sup>st</sup> century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. \$32.00

**First Somerset Strikers** A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. \$29.00

**First Strike** A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. \$18.95

**Invasive Clans** The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. \$29.00

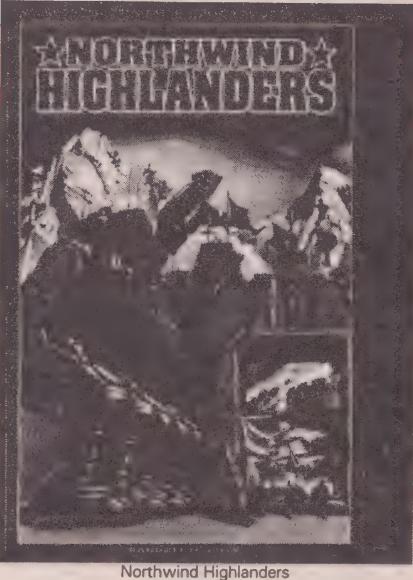
**Maximum Tech BattleTech Advanced Rulebook** Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridgelayers, expanded artillery rules, veteran mechwarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc! \$24.00

**Mech Record Sheets 3025/3026** The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs, tanks, hovercraft & VTOLs from the Technical Readouts 3025 and 3026, including known variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. \$29.00

**Mech Record Sheets 3055/3058** More than 250 filled out record sheets for BattleMechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configurations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! \$29.00

**Northwind Highlanders** BattleTech scenario pack re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc. \$19.00

**Technical Readout 3025 Revised Printing** Includes game statistics, technical background, and illustrations for 55 'Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised printing also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. \$24.00



Northwind Highlanders

**Technical Readout #2 3026** Vehicles & infantry combat equipment. \$24.00

**Technical Readout #4 3050 Revised** The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being reformatted. 224 pages. \$29.00

**Technical Readout #5 3055** Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! \$24.00

**Technical Readout #6 3057** Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. \$24.00

**Technical Readout #7 3058** Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprints have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. \$29.00

**The Battle of Coventry** A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. \$19.00

**The Dragon Roars** A BattleTech campaign that includes rules for *BattleForce 2*. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Due Jan '98. \$19.00

**The Falcon & The Wolf** Scenario pack that pits Clan against Clan. The battles featured in *Bred for War* and *I am Jade Falcon* are included, as well as many others that feature the epic Trial of Possession between the Wolf and Jade Falcon Clans. Includes special Clan rules regarding trials. \$16.00

**The Fall of Terra** Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clans-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. \$19.00

**The Periphery** Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc. \$29.00

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

#### MAY COSMIC ENCOUNTER \*#/#

One of the most popular Sci-Fi boardgames of all time. It is a fast paced social game in which you are an alien determined to conquer the universe. Like other aliens, you have a unique arcane power that allows you to break one rule of the game all the time. Play is totally varied - there are 9,000,000,000 different ways for the Alien Powers to combine, and the ever shifting alliances keep the game action packed and out of this world. With 170 game cards, 7 mapboards of the cosmos, hyperspace cone, 48 alien powers, rules, etc. \$38.00

**More Cosmic Encounter** Adds nine expansion sets plus new aliens, comets, reinforcements and special destiny cards. The nine expansions include new aliens, moons, flares, kickers, compromise and edict cards, new rules, etc. \$65.00

#### TAS FEDERATION & EMPIRE (DELUXE) \*#/#

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19" x 23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... \$99.00

**CARRIER WAR** Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. \$35.00

**MARINE ASSAULT** Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines

are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. \$26.00

#### DP9 MINI HEAVY GEAR \*#/#

This is just like the MINI CAR WARS that was released a few years ago. This is an introductory level game of Heavy Gear (based on the wargames rules found in the RPG). It is a simplified system but keeps all the flavor of the game, so is easy to learn and to play. This is a complete game, with glossy full color map, 8 glossy full color back to back Heavy Gear mecha counters, for two types of Heavy Gear, including several variable weapons systems. You need a few 6 sided dice to play. \$1.00

#### AH PRINCESS RYAN'S STAR MARINES \*#/#

A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to five players can assume the role of the Star Marines. A sixth player or the game system can control the evil Black Guards. The Star Marines must make their way through an ever-changing battlefield that's loaded with traps, fortifications, ambushes and seemingly never ending hordes of Black Guard ground and air forces. Some artwork is done by Larry Elmore. Features two stunning mounted mapboards, each 16" x 22", short 16 page rules, 32 site cards, 36 guard cards, 24 marion cards, 50 weapon cards, 60 dispatch cards. Artwork is great! \$109.00

#### WIZ ROBO RALLY Revised Printing \*#/#

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidentally discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyor belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyor belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pvtv robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. \$70.00

#### ARMED & DANGEROUS

Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. \$60.00

#### CRASH & BURN

Two all new gameboard squares, including flamers to fry your poor little robots with oil slicks to send the robots in all directions (hopefully into a flamer), and portals to let your robot jump to other places on the maps. \$24.00

## Silent Death The Next Millennium

Now in the Miniatures & Miniatures Rules Section: Page 54

#### GAM SPACE HULK \*#/#

Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, counters, 24 space bulk hulks, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! \$99.00

#### MB STAR WARS MONOPOLY Classic Trilogy Ed \*#/#

The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pvtv tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. \$99.00

## Star Fleet Battles

#### TAS Star Fleet Battles Captain's Ed Basic Set \*#/#

This boxed set contains a 224 page rulebook (with an introductory section), a 24" x 20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma, torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. \$60.00

**CADET TRAINING HANDBOOK** An introduction to Star Fleet Battles. The challenge of starship command. Out-think, out-shoot and out-maneuver your opponent in warp dogfights through the galaxy. This book containing 80 counters and two light card star maps, places you in command chair of the Federation starship Constellation, where you will learn the skills of a starship commander in easy-to-grasp steps. As you continue through the handbook, the mysteries of the Romulan cloaking device, Klingon disruptors, and elements which make every race unique will be revealed to you. \$16.00

**CAPTAIN'S LOG #9** 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. \$17.00

**CAPTAIN'S LOG #10** 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATOR & EMPIRE stuff, etc. \$17.00

**CAPTAIN'S LOG #12** A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. \$17.00

**CAPTAIN'S LOG #13** 80 pages of fiction, scenarios, new SSDs. \$17.00

**CAPTAIN'S LOG #15** 80 pages with a story on Kzinti Commandos assaulting a Lyran command cruiser, a section on

Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. \$17.00

**CAPTAINS LOG # 16** A 112 page book containing technology - a hostage rescue in Tholian space; tactics for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. \$26.00

**CAPTAINS LOG # 17** With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Acturians in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, etc. \$26.00

**CAPTAINS MODULE F1: THE JINDARIANS** A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ships designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book & 216 counters. \$27.00

**CAPTAIN'S MODULE H2: Megahex II** 240 stunning full color 1" counters and five planets using 32mm hexes. \$27.00

**CAPTAIN'S MODULE J: Fighters** With new rules (chaif packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! \$35.00

**CAPTAIN'S MODULE K: Fast Patrol Ships** Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFS (some new), the Fed Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! \$35.00

**CAPTAIN'S MODULE P6: Galactic Smorgasbord** With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorns or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. \$17.00

**CAPTAINS MODULE X1: X-Ships** The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. Also 96 page SSD book, 108 counters. \$35.00

**Master Annex** File All of the juicy details of every ship and fighter, completely updated and re-organised for easier player access. Also a Master Ship Chart with over a thousand ships, listed by crew, marines, BPV, spare shuttles, rules references, year in service, turn mode, explosion strength, command rating, etc. \$16.95

**MODULE C1: New Worlds I** Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. \$29.95

**MODULE C3: New Worlds III** The LDR, Seltorians, rules, scenarios, & new counters. \$29.95

**MODULE C4: Fleet Training Centre** Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Gorns, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. \$42.50

**MODULE M: Star Fleet Marines** The toughest bombers in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with commando ships, ground assault ships, troop transports, & 16 new scenarios that portray every aspect of marine action, & 216 counters. \$37.50

**MODULE R2** Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. \$30.00

**MODULE R3** Another collection of ships, again some are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. \$30.00

**MODULE R4** Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. \$30.00

**MODULE R5: Battleships** Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! \$27.00

**MODULE R6 The Fast Warships** Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 98 new ships & their SSDs, 10 new scenarios, 216 counters, 84 pages of rules. \$50.00

**MODULE S1: Scenario Book #1** 51 scenarios & a 19" x 23" asteroid-belt map. \$19.00

**MODULE S2: Scenario book # 2** with 50 new scenarios, for both F&E and SFB, & a full color map of an asteroid field. \$19.95

**MODULE T: TOURNAMENTS** 1996 Tournament rules, 16 balanced tournament ships, tournament ideas for D&E, Prime Directive, Star Fleet Missions, etc. This 1996 version includes new rules and new SSDs. \$22.50

**SFB CAMPAIGN DESIGNER'S HANDBOOK** Campaigns are the ultimate expression of Star Fleet Battles. Only in a campaign setting does everything - cost, fleets, technology, availability, movement, economics, deployments - come together into a complete picture of war in space. This book provides options allowing you to create a campaign that suits your own tastes and interests. \$25.50

**STAR FLEET MISSIONS** A fast beer 'n' pretzels card game version of SFB. \$30.00

**STAR FLEET BATTLES MINIATURES** TAS5501 Federation CA \$11.95  
TAS5502 Klingon D7 \$11.95  
TAS5503 Romulan Warbird (2) \$11.95  
TAS5504 Starter Set \$30.00  
(Federation CA, Klingon D7, Warbird, 2 x Tholian PC)

**THE NEW STAR FLEET BATTLES MINIATURES** A new range of smaller scale ships that are an average of one inch long, allowing them to fit perfectly on the large hex map. The bases also fit exactly upon the normal SFB maps. \$14.50

TAS55101 Federation CA (3) \$14.50

TAS55102 Klingon D7 (3) \$14.50

TAS55103 Romulan Skyhawk (3) August \$12.50

TAS55105 ISC DN (2) \$14.50

TAS55106 ISC DD (4) August \$12.50

TAS55110 Hydran CL (3) August \$12.50

TAS55112 Orion Raider (4) August \$12.50

TAS55114 Orion Salvage Cruiser (3) \$12.50

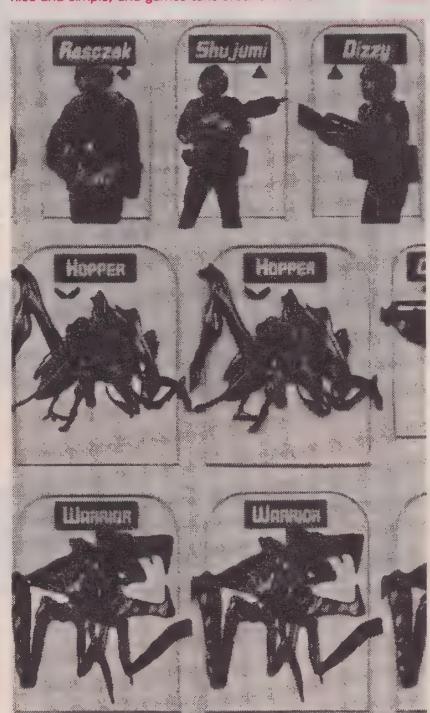
TAS55116 Romulan Warbird (3) \$12.50

TAS55118 Andromedan Conquistador (4) August \$12.50

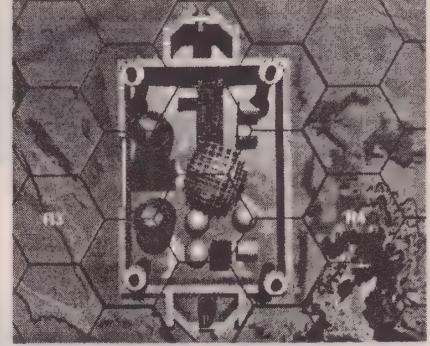
TAS55119 Hydran Lancer (3) \$12.50

TAS55122 Andromedan Intruder (3) \$12.50  
TAS55124 Romulan Sparrowhawk (2) August \$14.50  
TAS55125 Tholian NCA (3) August \$14.50  
TAS55128 Tholian PC (4) \$12.50

**AH Starship Troopers** \*## One of Avalon Hill's best productions, this excellent game is a faithful representation of the hit movie, *Starship Troopers*. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. Can you hold off the limitless hordes of flying, crawling, and digging bugs while attempting to locate and nuke their lairs? The final objective - kill the brain-bug! Will your technology survive against their numbers? With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour. \$60.00



Starship Troopers stand-up counters



Starship Troopers game-board

## Fantasy

### AH MAGIC REALM 2nd Edition

\*\*\*\*\*/##/# Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirlings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure. \$60.00

### STE KNIGHTMARE CHESS

An extremely dark and atmospheric chess set. This box contains 80 dark and beautiful chess pieces, featuring art by Rogério Vieira, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example, and suddenly all your pieces have to move in a different direction! You can also play card's on your opponent's moves - making things really chaotic! \$30.00

### AH TITAN

A rip-roaring fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16" x 22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coopted into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8" x 11" Battleground maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. \$65.00

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### GAM TALISMAN 3rd Edition

The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted mapboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. \$90.00

### TALISMAN DUNGEON OF DOOM

Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. \$45.00

### TALISMAN DRAGON'S TOWER

Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. Players must battle their way through the tower in order to defeat the Dragon King at the top. New set of adventure cards details the events, enemies & followers that can be encountered on the tower and the treasures that can be found there. Contains 4 new characters & their miniatures. \$60.00

### ICE THE HOBBIT

A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc. & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. \$60.00

### AH TITAN: The Arena

Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of each bloody battle. The game transports them to a fantastic world of Dragons, Cyclops, 6-headed Hydras and other evil creatures where quick and deadly battles for survival ensue. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. \$36.00

### GAM WARHAMMER QUEST

This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps in their quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic doorways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. \$99.00

**Catacombs of Terror** The Dread King waits in the darkness of his pyramid tomb, while an evil Necromancer seeks to restore him to power. Can you stop him? Includes the Dread King on throne, the Necromancer, and 5 other miniatures, plus rules, two rooms, passageway, chasm, cards, etc. \$57.00

**Lair of the Orc Lord** Dare to enter the domain of the Black Fang Orcs of Mount Gundabad, rule by the Warboss Gorgut. With eight metal miniatures including Gorgut, two rooms and passageway, rules, doorways, cards, etc. \$57.00

### WARHAMMER QUEST MINIATURES

CIT00017 CHAOS WARRIOR	\$22.00
CIT00081 PIT FIGHTER CHARACTER PACK	\$22.00
CIT00098 IMPERIAL NOBLE	\$22.00
CIT00104 WARRIOR PRIEST	\$22.00
CIT00111 ELF RANGER	\$22.00
CIT00128 DWARF TROLLSLAYER CHARACTER	\$22.00
CIT00135 WARDANCER	\$22.00
CIT00153 WITCH HUNTER	\$22.00
CIT00203 TREASURE CARDS DECK 1	\$15.50
CIT00210 TREASURE CARDS DECK 2	\$15.50
CIT00227 TREASURE CARDS DECK 3	\$15.50
CIT00265 EVENT CARDS	\$15.50

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the land of Marmion, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. \$50.00

# K & M MODEL TREES



Deciduous Tree Size 1 - Green Height - 3cm without base  
- Autumn Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 100  
(There are no suitable bases. Trees are suitable for 1/300<sup>th</sup>: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1 - Green Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 100  
(There are no suitable bases. Trees are suitable for 1/300<sup>th</sup>: Epic Warhammer 40,000, BattleTech, Micro, etc.)



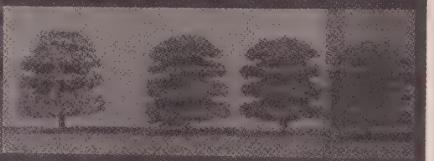
Deciduous Tree Size 1A - Green Height - 5cm without base  
- Green Height - 6cm with base  
- Autumn Height - 5cm without base  
- Autumn Height - 6cm with base

\$1.95 each unbased or \$43.00 for a box of 25  
\$2.65 each based or \$59.00 for a box of 25  
(Trees are suitable for 15mm or 1/300<sup>th</sup>: DBM, Napoleonic, Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1A - Green Height - 5.5cm without base  
- Green Height - 6.5cm with base

\$1.95 each unbased or \$43.00 for a box of 25  
\$2.65 each based or \$59.00 for a box of 25  
(Trees are suitable for 15mm or 1/300<sup>th</sup>: DBM, Napoleonic, Epic Warhammer 40,000, BattleTech, Micro, etc.)



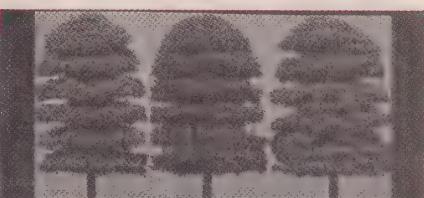
Deciduous Tree Size T70- Green Height - 7cm without base  
- Green Height - 9cm with base  
- Autumn Height - 7cm without base  
- Autumn Height - 9cm with base

\$3.25 each unbased or \$73.00 for a box of 25  
\$3.95 each based or \$88.50 for a box of 25  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Fir Tree Size 2A - Green Height - 10cm without base  
- Green Height - 12cm with base

\$3.75 each unbased or \$67.50 for a box of 20  
\$4.45 each based or \$80.00 for a box of 20  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Deciduous Tree Size 3 - Green Height - 13cm without base  
- Green Height - 15cm with base  
- Autumn Height - 13cm without base  
- Autumn Height - 15cm with base

\$4.95 each unbased or \$89.00 for a box of 20  
\$5.65 each based or \$101.00 for a box of 20  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72<sup>nd</sup> or 1/76<sup>th</sup> scale, eg Panzerfaust.)



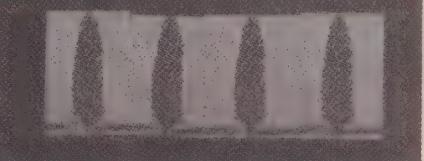
Poplar Tree Size 1 - Green Height - 3.5cm without base

\$1.10 each unbased or \$99.00 for a box of 100  
(There are no suitable bases. Trees are suitable for 1/300<sup>th</sup>: Epic Warhammer 40,000, BattleTech, Micro, etc.)



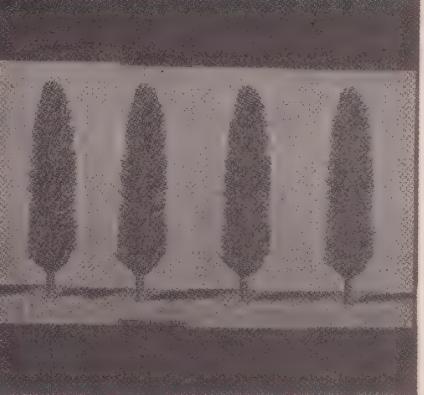
Poplar Tree Size 1A - Green Height - 5.5cm without base  
- Green Height - 6.5cm with base

\$1.95 each unbased or \$43.00 for a box of 25  
\$2.65 each based or \$59.00 for a box of 25  
(Trees are suitable for 15mm or 1/300<sup>th</sup>: DBM, Napoleonic, Epic Warhammer 40,000, BattleTech, Micro, etc.)



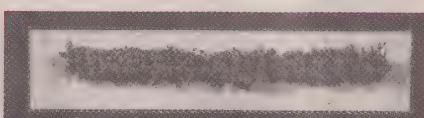
Poplar Tree Size 2 - Green Height - 6.5cm without base  
- Green Height - 7.5cm with base

\$2.50 each unbased or \$56.00 for a box of 25  
\$3.20 each based or \$72.00 for a box of 25  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



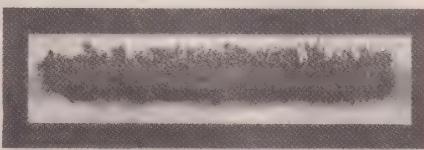
Poplar Tree Size 3 - Green Height- 12.5cm without base  
- Green Height- 14.5cm with base

\$4.95 each unbased or \$89.00 for a box of 20  
\$5.65 each based or \$101.00 for a box of 20  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72<sup>nd</sup> or 1/76<sup>th</sup> scale, eg Panzerfaust.)



Small Green Hedge Size - 15.5cm long by 1.6cm high

\$2.95 each or \$53.00 for a box of 20  
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge Size - 18cm long by 2cm high

\$4.75 each or \$85.50 for a box of 20  
(Suitable for all 25mm figure scales, eg. Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)



## K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSCATTER1	Grass Green Flock	\$4.50
K&MSCATTER2	Grass Medium Green Flock	\$4.50
K&MSCATTER3	Light Olive Green Flock	\$4.50
K&MSCATTER4	(This color is the closest to Citadel Flock)	
K&MSCATTER5	Dark Olive Green Flock	\$4.50
K&MSCATTER6	Dark Green Flock	\$4.50
K&MSCATTER7	Dark Brown Flock	\$4.50
K&MSCATTER8	Mushroom Brown Flock	\$4.50
K&MSCATTER9	Golden Sand Flock	\$4.50



K&M Trees, hedges, and Geo-hex hill

# SCENERY FOR MINIATURES

## COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

### Adventurous Spirit Roads, Rivers, Terrain

High quality roads and rivers etc made of rubber urethane. Paint with acrylics.

#### DBM 15mm Terrain Features

DBM Enclosed Fields (2 different fields)	\$15.00
DBM Rough Going (3 different patches rough going)	\$20.00
DBM Swamp (170mm x 100mm, peanut shaped)	\$9.00
DBM Lake (250mm x 150mm, peanut shaped)	\$18.00
DBM Straight Dirt Road Set, 120cm long, 5cm wide	\$40.00
Cast in a light brown, just needs dry brushing.	
DBM Curved Dirt Road Set, 85cm long, 5cm Wide	\$40.00
Cast in a light brown, just needs dry brushing.	
DBM Junction Dirt Road Set, X-Rd, 2xT-Inter, Y-Junction	\$40.00
Cast in a light brown, just needs dry brushing.	
DBM Big Dirt Road Set (Any 3 of the above sets)	\$110.00
Cast in a light brown, just needs dry brushing.	
DBM Dirt Roads Starter Set	\$140.00
Cast in a light brown, just needs dry brushing. Includes 2 Straight Sets, one Curved Set and one Junction Set.	
DBM Roman Cobblestone Roads (5cm wide by 120cm long)	\$40.00
Cast in a light grey, just needs dry brushing, and the dirt mounds on each side of the road need to be painted brown.	
Cobblestone Road Junctions (2 T-intersections, 2 crossroads)	\$40.00
Cast in a light grey, just needs dry brushing, and the dirt mounds on each side of the road need to be painted brown.	
DBM River Straight Pack (4cm wide by 120cm long)	\$40.00
Cast in brown. Has six mostly straightish pieces, including a natural ford crossing.	
DBM River Winding Pack (4cm wide by 80cm long)	\$40.00
Cast in brown. Has eight pieces, all winding. Supplement to above pack.	
DBM River/Stream System (4cm wide by 300cm long)	\$110.00
Cast in brown. Has eighteen pieces, including road crossing, bridge crossing (needs a bridge), ford crossing, lots of straight and winding sections.	
1/300th Scale Straight Dirt Road Set, 180cm long, 3cm wide	\$20.00
Cast in a light brown, just needs dry brushing.	
1/300th Scale Curved Dirt Road Set, 180cm long, 3cm wide	\$20.00
Cast in a light brown, just needs dry brushing.	
1/300th Scale Junction Dirt Road Set, 2 x Cross-Roads, 4 x T-Inters, 2 x Y-Junction	\$20.00
Cast in a light brown, just needs dry brushing.	

### Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin kits of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent range of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

#### Ruined Building Corners

ARM110 Ruined Building Corner with Single Door	\$12.50
Stands 62mm high, with one single door. 4 windows, 75mm x 30mm	
ARM111 Ruined Building Long Corner with Double Door	\$12.50
Stands 62mm high, with single door & double door. 3 windows, 40mm x 15mm	
ARM115 Two Stories Ruined Building Corner, Roller Door	\$14.95
Stands 88mm high, with single door, roller door. 6 windows, 85mm x 55mm	
ARM116 Two Stories Ruined Building Long Corner	\$14.95
Stands 88mm high, with single door, 8 windows, 47mm x 102mm	
ARM117 Two Story Corner with Floor	\$18.95
Two story high corner of a building with windows at ground and first floor level, with a floor for the first floor. 9cm high. 11cm wide.	

#### High-Tech Walls

ARM130 High Tech Walls Set 1 (2)	\$14.95
Two walls about 6cm tall, one 15cm wide and one 10cm wide.	

ARM132 High Tech Walls Set 2 (2)	\$14.95
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    Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.

#### Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3)	\$9.95
Walls 2cm tall, 10cm long, made of small rocks.	
ARM142 10cm x 2.5cm Quarry-Stone Walls (3)	\$9.95
Walls 2.5cm tall, 10cm long, made of quarry stones	
ARM160 15cm x 2cm Small-Rock Walls (3)	\$11.50
Walls 2cm tall, 15cm long, made of small rocks.	
ARM162 15cm x 2.5cm Quarry-Stone Walls (3)	\$11.50
Walls 2.5cm tall, 15cm long, made of quarry stones	
ARM190 23cm x 2cm Small-Rock Walls (2)	\$11.50
Walls 2cm tall, 23cm long, made of small rocks	
ARM192 23cm x 2.5cm Quarry-Stone Walls (2)	\$11.50
Walls 2.5cm tall, 23cm long, made of quarry stones.	

#### Science Fiction Terrain

ARM210 Piles of Rubble	\$9.95
A 25mm high pile of bricks, and 25mm high pile of rubbish with skulls.	
ARM218 Large Pile of Junk	\$13.95
7.5cm tall pile of vehicle parts and other junk.	

#### ARM220 Tri-Tank Fuel Cells

Three round chemical storage tanks connected together, about 30mm high.

#### ARM222 Cryo Generator & Small Power Unit

37mm high Cryo Generator and 25mm high Small Power Unit.

#### ARM224 Cryo Tank, Fuel Processor, Oil Storage Tank

37mm high Cryo Tank, 30mm tall Fuel Processor, 25mm tall Oil Storage Tank.

#### ARM230 Large Tri-Tank Fuel Cells

Three large round chemical storage tanks connected together, about 50mm high.

#### ARM232 Large Cryo Generator

One large Cryo Generator, about 60mm high.

#### ARM234 Large Fuel Processor (1)

One large Fuel Processor, about 40mm high.

#### ARM236 Large Cryo Tanks (2)

Two large spherical Cryo Tanks, about 60mm high.

#### ARM240 Power Grid (2)

Two pieces of a Power Grid, one about 20mm high, the other 45mm high.

#### ARM242 Power Grid (2)

Two pieces of a Power Grid, one about 20mm high, the other 45mm high.

#### ARM244 Power Grid (2)

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#### ARM246 Power Grid (2)

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#### ARM248 Power Grid (2)

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#### ARM282 Power Grid (2)

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#### ARM288 Power Grid (2)

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#### ARM298 Power Grid (2)

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#### ARM300 Power Grid (2)

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#### ARM302 Power Grid (2)

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#### ARM304 Power Grid (2)

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#### ARM380 Power Grid (2)

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#### ARM381 Power Grid (2)

# 46 - Scenery for Miniatures

GRN10001	STONE BRIDGE	\$16.50	RU26	50mm of infantry earthworks	\$1.10
GRN10002	BARRELS	\$19.95	RU27	Infantry earthworks inside corner	\$1.10
GRN10003	PORTCULLIS	\$19.95	RU28	Infantry earthworks outside corner	\$1.10
GRN10004	UNEARTHED CRYPT	\$19.95	RU29	2 x 2.5mm artillery loopholed earthworks	\$1.10
GRN10005	BANQUET TABLE	\$19.95	RU30	2 x left and 2 x right earthworks ends	\$1.10
GRN10006	SNUG TABLE	\$22.50	RU34	Village pond with three willow trees	\$5.00
GRN10007	CRATES	\$19.95	RU35	Two haycocks and one hay pike	\$1.30
GRN10008	CYCLOPS GATEWAY	\$19.95	RU37	Olive Tree	\$1.30
GRN10009	TAVERNS BEDS	\$19.95	RU38	Copse of Six Olive Trees	\$8.25
GRN10010	SKULL FOUNTAINS	\$19.95	RU39	Copse of six shell damaged trees	\$5.00
GRN10011	DEVIL HEADED THRONE	\$19.95	RU40	60mm of heavily shrubbed hedgerow	\$2.75
GRN10012	DAIS	\$16.50	RU41	Wooden post windmill, 12th Century	\$7.00
GRN10013	SKULL GATE & ALTAR	\$16.50	RU42	Stone based post windmill, 18th century	\$7.00
GRN10014	RAM SKULL GATE	\$19.95	RU43	Stone Tower windmill, 18th century	\$8.25
GRN10015	DEMONIC ALTAR	\$19.95	RU44	Spanish Tower windmill, 18th century	\$8.25
GRN10016	DRAGON PORTAL	\$19.95	RU45	19/20th Century town house	\$10.00
GRN10017	GRILLS	\$16.50	RU48	Set of three enclosed fields	\$15.00
GRN10018	STANDING STONES	\$22.50	RU52	Walled orchard with 12 fruit trees	\$11.00
GRN10019	FUNGI	\$16.50	RU56	Large three section stone bridge, 115mm	\$15.00
GRN10020	BOAT & QUAY	\$19.95	RU57	38mm extension for the above	\$5.00
GRN10021	CANOE AND RAFT	\$16.50	RU59	Large three section wooden bridge, 155mm	\$11.00
GRN10022	SNAKE PIT	\$19.95	RU60	38mm extension for the above	\$4.00
GRN10023	APOTHECARY	\$19.95			
GRN10024	GALLOWS & STOCKS	\$19.95			
GRN10025	ROCKET STATIONS	\$19.95			
GRN10026	ROCK DRAGON	\$16.50			
GRN10027	MAGICIANS ACCESSORIES	\$19.95			
GRN10028	MANTLET & SPOTTER POSITION	\$19.95			
GRN10029	CARTS & WAGONS	\$19.95			
GRN10030	SPRAL STAIRCASE	\$19.95			
GRN10031	DUNGEON CRAWLERS	\$19.95			
GRN10032	THE GUARDIAN	\$19.95			
GRN10033	RUINED GOTHIC ARCHWAY	\$16.50			
GRN10034	RUINED GREEK TEMPLE	\$22.50			
GRN10035	TAVERN KITCHEN	\$19.95			
GRN10036	AZTECIAN ENTRANCE	\$19.95			
GRN10037	STABLE AND LOFT	\$19.95			
GRN10038	TREASURE PILES	\$19.95			
GRN10039	CONSOLES SCI-FI	\$19.95			
GRN10040	SCI-FI ACCESSORIES	\$19.95			
GRN10041	APC	\$22.50			
GRN10042	WARRIOR'S BURIAL MOUND	\$19.95			
GRN10043	DUNGEON WINDOWS	\$19.95			
GRN10044	NECROMANCERS STUDY	\$19.95			
GRN10045	ADVENTURERS CAMP SITE	\$19.95			
GRN10046	DRAGON SLAYER'S TOMB	\$19.95			
GRN10047	ARMORER'S	\$19.95			
GRN10048	BARBARIAN THRONE	\$19.95			
GRN10049	DUNGEON BEASTIES	\$19.95			
GRN10050	ALIEN HIVE	\$22.50			
GRN10051	EGYPTIAN SARCOPHAGUS	\$19.95			
GRN10052	RUINED EGYPTIAN GATEWAY	\$19.95			
GRN10053	TOMB DOORS	\$19.95			
GRN10054	CYCLOPS SKULL PORTAL	\$19.95			
GRN10055	OLMEC HEAD GATEWAY	\$16.50			
GRN10056	AZTECIAN ALTAR	\$16.50			
GRN10057	UNEARTHED EGYPTIAN GATE	\$16.50			
GRN10058	EGYPTIAN GATE	\$16.50			
GRN10059	FALCON GATE	\$16.50			
GRN10060	AZTECH GATE	\$16.50			
GRN10061	AZTECH ALTAR	\$16.50			
GRN10062	OLMEC RUINS	\$16.50			
GRN10063	DEMON ALTAR & PILLARS	\$16.50			
GRN10064	LARGE EMBELLISHED GATEWAY	\$16.50			
GRN10065	TREASURE PILES	\$16.50			
GRN10066	GREEN GRIFFON BARMAN	\$16.50			
GRN10067	GREEN GRIFFON TABLES & CHAIRS	\$19.95			
GRN10068	SECURITY GRAV CAR	\$19.95			
GRN10069	STREET GANG BUGGY	\$19.95			

## Irregular Miniatures

### 6mm Scale Settlements

6mm scale buildings cast in lead

Spanish/Italian/Mexican Village	\$24.00
European Village	\$30.00
Wild West Fort	\$40.00
Wild West Homestead	\$24.00
Oriental Stone Fort	\$60.00
Arab/Turkish/Indian Village	\$30.00
Aztec Town	\$40.00
Russian Village	\$30.00
European Farm	\$14.00
Renaissance/18th Century Village	\$30.00
La Hay Sainte Waterloo farmhouse	\$14.00
La Belle Alliance Napoleon's HQ	\$6.00
Hougoumont Waterloo chateau	\$30.00
High class bordello or HQ	\$14.00
Municipal Building	\$28.00
American Village	\$32.00
Shell Damaged Town	\$24.00
Roman/Classical Town	\$24.00
Viking Village	\$24.00
Roman Marching Fort	\$45.00
Stone Fort	\$57.00
Barbarian Village	\$23.00
Asiatic Wagon Laager	\$23.00
Middle Eastern Village	\$23.00
Crusader Camp	\$16.00
Oasis with palm trees	\$16.00
Samurai Castle	\$24.00

### 6mm Scale Scenic Rural Items

Made of lead

RU3	Palm tree (1)	\$1.30
RU4	Copse of Six Palm trees	\$8.25
RU5	Oasis with six palm trees	\$8.25
RU6	70mm of straight road	\$1.30
RU7	80mm of 45° curved road	\$1.30
RU8	80mm of 90° curved road	\$1.30
RU9	T-Junction, 40mm	\$1.30
RU10	Cross Road, 40mm	\$1.30
RU11	70mm of straight road with hedge boundaries	\$1.65
RU12	80mm of 45° curved road with hedge boundaries	\$1.65
RU13	80mm of 90° curved road with hedge boundaries	\$1.65
RU14	T-Junction, 40mm with hedge boundaries	\$1.65
RU15	Cross Road, 40mm with hedge boundaries	\$1.65
RU16	70mm straight river section	\$2.75
RU17	80mm of 45° curved river section	\$2.75
RU18	80mm of 90° curved river section	\$2.75
RU19	River section for use with EF20	\$2.75
EF20	Stone bridge for RU19	\$5.00
RU20	75mm Small hill	\$2.75
RU21	75mm Crag	\$1.30
RU22	2 x 50mm rail fence sections	\$1.10
RU23	2 x 50mm stone fence sections	\$1.10
RU24	2 x 50mm breastwork sections	\$1.10
RU25	2 x 50mm lengths of snake fence	\$1.10

### 2mm Scale Terrain Features

Made of lead

BG101	4 Small Copse of Trees	\$1.10
BG102	3 Medium Sized Copse of Trees	\$1.30
BG103	2 Large Copse of Trees	\$1.65
BG104	2 Stone Bridges	\$0.55
BG105	Courtyard style Farm	\$0.55
BG106	Small Manor House	\$0.55
BG107	Roadside Cottages	\$0.55
BG108	Bridge with Riverbanks	\$0.55
BG109	Chateau and Grounds	\$1.30
BG110	Hill Farm	\$1.30
BG111	Church on Hill	\$1.65
BG112	Windmill on Hill	\$1.65
BG113	Water Mill and Bridge	\$1.65
BG114	Small Village	\$1.30
BG115	Village & River Crossing	\$2.75
BG116	Riverside Town	\$3.50
BG117	Large Town	\$5.00
BG118	Castle Fortress	\$5.00
BG119	Small Wooded Hill	\$1.30
BG120	Large Wooded Hill	\$1.65
BG121	Small Ridge	\$1.30
BG122	Large Ridge	\$1.65
BG123	Riverside Inn & Bridge	\$0.55
BG124	Wooden Bridges including Pontoon	\$0.55
BG125	Large Wood	\$2.00
BG126	L-Shaped Farmyard	\$0.55
BG127	Row of 4 Large Tents	\$0.55
BG128	Row of 6 Small Tents	\$0.55
BG129	Small Forest	\$0.00
BG130	Whopping Great Hill with Wooded Knolls	\$0.00
BG131	Large Town	\$5.00
BG132	Hougoumont Farm	\$3.50
BG133	18th Century Wooden Fort	\$5.00
BG134	ACW Railway Station	\$3.50
BG135	18th Century Stone Fort	\$3.50
BG136	Clump of Palm Trees (2)	\$0.55
BG137	Clump of Thatched Huts	\$1.30
BG138	Middle Eastern Village	\$1.65
BG139	Russian village/town	\$3.50
BG140	Factory	\$3.50
BG141	Row of Terraced Houses	\$3.50
BG142	Suburb or Country Town	\$3.50
BG143	Cathedral and surrounds	\$5.50
BG144	Large Bridge	\$1.30
BG145	Dockside Area	\$3.50
BG146	Contoured fields with hedge boundaries	\$2.00

## Sci-Fi Supply

SCI0101	Dirty High-Tech Spaceship Walls	\$21.50
SCI0102	Space Ship Walls & Rooms	\$21.50
SCI0103	Alien Gigeresque Walls & Rooms	\$21.50
SCI0104	Alien Lovecraftian Walls & Rooms	\$21.50
SCI0105	Purple Alien Walls & Rooms	\$21.50
SCI0106	Castle & Keep Corridors & Rooms	\$21.50
SCI0107	Contain 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships or futuristic buildings. Corridors & rooms, including doorways, etc.	
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# MINIATURES & MINIATURES RULES

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## Ancients & Renaissance

### WRG Ancients 7th Ed

**WRG ANCIENTS RULES** 7th Edition Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. \$16.00

**WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC** This first army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hyksos, Egyptian, Hebrew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. \$16.00

**WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America** 90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot, descriptions, maps. \$16.00

**WRG ARMY LISTS Vol # 3: Armies Alexander & Punic Wars** Deals with a small geographical area, although the most popular one - Alexander and his successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Thumvirate. The lists are very detailed, eg. there are four Carthaginian lists & 6 Roman lists of the same period. \$16.00

### D.B.M.

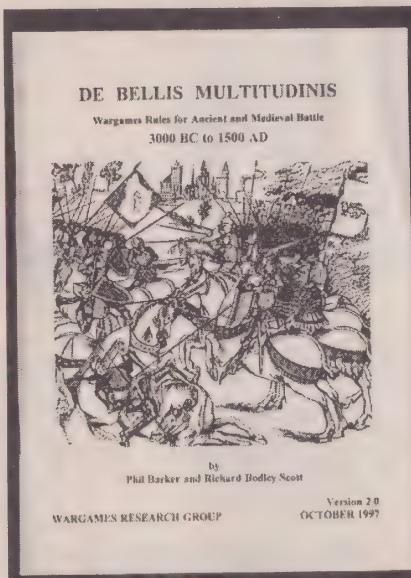
**WRG D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat** The best set of ancients and medieval miniatures rules just got better! These rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they fought, not according to what they were armed and armored with. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warbands, auxilia, or skirmishers. All units are on identical width bases, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. A brilliant command system makes you wrack your brain as you try to out-maneuver your opponent. The new changes in DBM 2000 include reclassified Bw(X) that now count as Bw(S) in close combat against mounted; all cavalry with bows dismount now as Bw(O), except for Early Samurai, who are still Bw(S); attackers deployment area is enlarged; ally-generals don't commit on a roll of a "1" only; Regular Inferior troops now move without penalty! Spears are no longer impetuous; all knights follow-up in combat; heavy foot can make 90° turns to contact an enemy flank; kinks in your line don't count as an overlap; when an element dies, only those within a base depth behind it die, plus all ranks giving support; mixed infantry-cavalry formations, excluding generals, are penalised when moving, etc. \$16.00

**DBM ARMY LISTS Book # 1 3000 BC - 500 BC** A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. \$16.00

**DBM ARMY LISTS # 2 500 BC - 476 AD** A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Cimmerian, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Saxon, and my favorite - the Parthians. This book is the most popular in the series. \$16.00

**DBM ARMY LISTS # 3 476 AD - 1071 AD** A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Constantianian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Pre-Feudal Scots, Rus, Khitan Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuk Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. \$16.00

**DBM ARMY LISTS # 4: 1071 AD - 1500 AD** The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots, Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordonnance, Wars of the Roses, Burgundian Ordonnance, etc. \$16.00



### D.B.A.

**WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1** This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/30th scale games. \$16.00

### Armati

**QUA ARMATI** By Arty Coniffe, who brought us Spearhead and Tactica. These rules are for ancient, medieval and Renaissance miniatures wargaming, and are basically a completely re-done version of Tactica. 130 armies are included, divided into six periods. Emphasizes careful battle planning and execution on the part of the player-general. Units operate in divisions but fight as units. These rules do not allow free-wheeling unit maneuvers common to other rules sets. Unit movement is more controlled, especially when in close proximity to the enemy. Soldier types are determined to how they fought, not according to weapons and armor. Different armies have different flexibilities. \$27.00

**Q Advanced Armati** With new army lists for all the armies that give a core and optional troops to allow more variety in armies, an elegant points system, supports historical matchups and cross-period play, added tactical options, new rules for maneuvering, melee break-off, terrain use, special rules for English Civil War and the 30 Years War, a fast-play campaign system, and ten famous campaigns are provided. \$23.00

**Q Strategos Vol 1.1 Armati** newsletter with tactical solutions, playing the Palmyrian army, battle of Pharsalus, charts, etc. \$4.50

**Q Strategos Vol 1.2 Armati** newsletter with rules and changes for the Italian wars, new army lists, etc. \$4.50

### D.B.R.

**WRG DBR Wargames Rules for Renaissance Battles** This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistols, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! \$16.00

**DBR ARMY LISTS BOOK 1** Covers the Great Italian Wars, with Italian, Condotta, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army, Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian Colonial, Austrian Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese; Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. \$16.00

**DBR ARMY LISTS BOOK 2** It's here at last! This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India. Includes German Catholic and Protestant, Swedish & French Thirty Years War, Royalist & Parliamentarian English Civil War, Free Cossack, Tartar, Siberian Tribes, Early Danish, Scots Covenanters, etc. \$16.00

**DBR ARMY LISTS BOOK 3** It's here at last! Armies of the Eastward Colonial Expansion and of the European Enlightenment. Armies include Dutch and Portuguese Colonial, Tuareg, West Sudanese, East African Pagan, Scots Jacobite, Louis XIV French, Later Ottoman Turk, Later Polish, etc. \$16.00

**DE BELLIS CIVILE** Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. Include background and army lists for each battle. \$16.00

**WRG HORDES OF THE THINGS** See Heading under Fantasy Miniatures Section. \$16.00

### WRG History Books

**WRG ARMIES OF THE NEAR EAST** 208 page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the organization, tactics, equipment, and dress of Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebrew, Philistine, Midianite, Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaean, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. *Reprint due?* \$45.00

**WRG ARMIES OF MACEDONIAN & PUNIC WARS** 353 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: The Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc. Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. All major battles of the period are covered. And best of all, there are over 100 pages of troop dress & equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. \$38.00

**WRG ARMIES & ENEMIES OF IMPERIAL ROME** 150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Samarians, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scott's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. *Special Price* \$7.50

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**WRG ARMIES & ENEMIES OF THE CRUSADES** 1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ikhankids, etc. Each troop type is illustrated and described, giving armor and tunic colors, etc. *Due late Oct.* \$30.00

**WRG ARMIES OF FEUDAL EUROPE** 1066 - 1300 AD A 160 page historical reference book of Medieval Europe following the battle of Hastings 1066. History, tactics, organisations, of Bulgaria, England, France, Holy Roman Empire, Hungary, Teutonic Knights, Poland, the Low Countries, Scotland, Italy, Spain, Wales, etc. Also covers many major battles, and gives illustrations and descriptions of each troop type for all the listed nations, including armor and tunic colors, variations, shield & banner designs. *Reprint due?* \$38.00

**WRG ARMIES OF THE MIDDLE AGES Volume 1** 1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knight's banners and pennions. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent. 192 pages. *Special price.* \$7.50

**WRG ARMIES OF THE MIDDLE AGES Volume 2** 1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Huzzites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. \$38.00

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**Hyksos 1600 BC DBM Army** - 350 Points, 29 Cv(S) Chariots, 3 Cv(O) Chariots, 24 Spearmen, 64 skirmishers. I used this army at CanCon '93 and came around 5th! (Chariot Miniatures) \$180.00

**Mitanni 1300 BC DBM Army** - 350 Points, 24 Cv(S) Chariots, 6 Cv(O) Chariots, 32 Spearmen, 32 skirmishers. Probably the best chariot army ever, with regular generals! (The armored Mitanni Chariots are stunning, new from Chariot Miniatures) \$162.00

**New Kingdom Egyptian 1250BC DBM Army** - 350 Points, 13 Cv(S) Chariots, 64 Spearmen, 40 archers, 24 javelinmen, 16 skirmishers. (Chariot Miniatures) \$131.00

**Hittite Empire 1300 BC DBM Army** - 350 Points, 11 knight chariots, 7 Cv(S) Chariots, 3 Cv(O) Chariots, 72 Spearmen, 64 skirmishers. (Chariot Miniatures) \$149.00

**Later Hoplite Spartan DBM Army** - 349 Points, 65 elements. 226 15mm figures - 3 Generals, 153 hoplites, 12 Javelinmen, 16

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Cretan archers, 12 Light Horse, 18 baggage animals. (AB Figures) \$125.00

Later Hoplite Theban DBM Army - 350 Points, 77 elements.

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15mm figures - 3 mtd Generals, 51 Cavalry, 135 Warband, 48 Skirmishers,

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ALEXANDRIAN MACEDONIAN 330 BC - 351 points, 63

elements, 211 15mm figures - 3 mtd Generals, 18 Companions, 6

Prodromoi, 12 Thessalians, 6 Thracian light horse, 16 Hypaspists, 96

Phalangites, 16 Arianians, 8 Cretan archers, 18 baggage animals.

(Museum Miniatures) \$112.00

LATER CARTHAGINIAN 209 BC - 350 points, 64 elements,

180 15mm figures - Hannibal & 2 bodyguards, 2 mtd generals, 16 Poeni

Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 16

Poeni Citizen Spearmen, 32 Hannibal's Veteran Spearmen, 16 Libyan

Spearmen, 12 Spanish Scutarii, 8 Spanish Javelinmen, 6 Baleare singers, 8

Numidian Javelinmen, 18 baggage. (Figures are by Battle Honors. Please

allow 4 weeks for delivery) \$120.00

One of the two all time favourite armies amongst Ancient wargamers. The

army of Hannibal in the Carthaginian Wars. The two armies are distinctly

different and yet offer a balanced game every game. The Romans have

much better foot, but the Carthaginians have much better mounted.

POLYBIAN ROMAN 209 BC - 349 points, 157 15mm figures -

3 mtd generals, 21 Roman Cavalry, 3 Spanish Cavalry, 80 Hastati &

Principes, 20 Triarii, 18 Velites, 12 Spanish Auxiliaries, plus baggage.

(Figures by Battle Honors. Please allow 4 weeks for delivery) \$129.00

The Roman army as it started to hold its own and better against the

Carthaginians. Earlier Roman armies had poor skirmishers. Leves as

opposed to the Velites above, which were the match for any Numidian or

Spanish skirmishers. Your centre will beat the Carthaginians - but watch

those flanks!

Seleucid DBM Army - 350 points, 59 elements, 203 15mm Figs

- 3 Mtd Generals, 26 Cataphracts, 2 Fast knights, 12 Light Horse, 16

Argyraplites, 16 Roman Argyraplites, 80 Pikes, 16 Thureophoroi, 6 Slingers,

8 Archers, 18 Baggage animals. (Museum Miniatures) \$113.00

Early Imperial Roman DBM Army - 350 points, 49

elements, 191 15mm Figs - 3 Mtd Generals, 30 Cavalry, 50 Legionaries, 48

Auxiliaries, 18 Baggage animals. (Museum Miniatures) \$98.00

Middle Imperial Roman DBM Army - 350 points, 51

elements, 199 15mm Figs - 3 Mtd Generals, 30 Cavalry, 50 Legionaries, 24

Legio Lanciai, 32 Auxiliaries, 18 Baggage animals. (Museum) \$101.00

Late Imperial Roman DBM Army - 350 Points, 51 elements,

186 15mm figures - 3 Generals, 12 Cavalry, 9 Cataphracts, 12 Cibalanai, 8

Equites Illyricani, 4 Equites Sagittarii, 48 Legionari, 24 Supporting archers,

24 Auxilia Palatina, 12 Supporting archers, 18 baggage animals. (Gladiator Figures) \$129.00

Bactrian Greek 250BC DBM Army - 351 points, 66

elements, 182 15mm Figs - 3 Mtd Generals, 6 Cavalry, 6 Light Cavalry, 27

Iranian Lancers, 22 Median light horse, 64 Phalangites, 12 Indian

Spearmen, 12 Indian archers, 18 baggage. (Museum Miniatures) \$130.00

Classical Indian 321 BC 348 points, 39 elements, 143 15mm

figures - 7 elephants with 4 supporting javelinmen each, 3 Superior Knights, 4

horse, 6 crew Chariots, 18 Cavalry, 45 Archers, 21 Javelinmen, 6 18

baggage animals. (New figures by irregular Miniatures) \$127.00

Mongol 1206 - 1266 AD - 350 points, 44 elements, 106 15mm

figures, including 3 generals, 17 Guard Cavalry, 18 Heavy Cavalry, 50

Superior Light Horse, & 18 baggage. Figures by Museum (Very nice!) \$89.00

Ilkhanid Mongol 1281 AD - 350 points, 43 elements, 111 15mm

figures - 4 generals, 14 Guard Cavalry, 8 Hospitalier Knights, 18 Hospitalier

Crossbowmen, 41 Mongol Light Horse, 12 Kurdish foot, 18 baggage

animals. Figures by Museum. \$82.00

Later Crusader 1250 AD - 348 points, 41 elements, 139 15mm

figures - 1 Cinc, 1 Templar, & 1 Hospitalier General, 11 Templar Knights, 11

Hospitalier Knights, 20 Other Knights, 12 Turcopoles, 32 Foot Sergeants, 32

Military order crossbows, 18 baggage. Figures by Museum. \$89.00

Mamluk Egyptian 1250 AD - 349 points, 48 elements, 123

15mm figures - 3 generals, 21 Mamluk superior cavalry, 18 Haque ordinary

cavalry, 20 Turkoman superior lighthorse, 18 auxiliaries, 10 skirmishers, 18

baggage. Figures by Museum. The successors to the Ayyubids. \$100.00

100 Years War English 1410 AD - 350 points, 41 elements, 145 15mm

figures - 3 Generals, 6 Mtd Knights, 24 Dismounted Knights, 80

Longbowmen, 16 Billmen, 4 Irish Kems, 18 baggage animals. (Museum

Miniatures) \$73.00

Medieval French 1410 AD - 350 points, 52 elements, 160

15mm figures - 3 generals, 51 knights, nobles, sergeants, 30 French

Crossbowmen, 24 Genoese Crossbowmen, 30 Brigands, 10 Ribauds, & 18

baggage animals. (Museum Miniatures) \$100.00

Wars of the Roses English Yorkshire 1460 AD - 347

points, 54 elements, 181 15mm figures - 3 generals, 24 Men-at-arms, 20

Retinue Billmen, 40 Retinue Archers, 24 Shire Billmen, 42 Shire archers, 18

German pikes, 18 baggage. Figures by Museum. The successors to the

Ayyubids. \$100.00

French Ordonnance 1450 AD - 349 points, 39 elements, 107

15mm figures - 3 generals, 33 Knights, 20 Ordonnance archers, 30 Franks

archers, 6 handgunners, 3 Bombers, 18 baggage. Figures by Museum.

The successors to the Ayyubids. \$80.00

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By Tony Barton

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## Johnny Reb

### GDW JOHNNY REB 3rd Ed

3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that requires only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart.

\$18.00

## Stars 'N' Bars

### EMP STARS 'N' BARS

3rd Edition. This is The Emporer's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions, even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E. Lee, George A. Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards.

\$18.00

## Warpaint

### EMP WARPAINT CAVALRY & INDIAN WARS

This is a popular recent release by The Emporer's Headquarters. Warpaint is a set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights.

\$18.00

### 25 Piece 15mm Indian Army Pack.....

\$15.00

### 25 Piece 15mm US Cavalry Army Pack.....

\$15.00

### 50 Piece 15mm Indian Army Pack.....

\$27.00

### 50 Piece 15mm US Cavalry Army Pack.....

\$27.00

(Note: mounted Indians & Cavalry count as 2 pieces)

HaT8004 Union Zouaves Infantry (45 pieces, 1/72nd scale, plastic).....\$11.50

## Tabletop Complete Army

### American Civil War Starter Set

\$79.95

Johnny Reb Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery. Note that cavalry count as two figures, artillery as several.

\$79.95

## Blue Max

### RAFM BLUE MAX

These are the same rules that GDW released before they closed down Far above the World War One trenches a different kind of war was being fought, a war without front lines, in which victory depended on individual skill and daring. Successful pilots became national heroes. An easy to play miniatures game, with most of the important information contained in graphic displays, so there are few rules to remember. 39 different planes are given in detail, with individual maneuverability and machine gun fire.

\$32.00

HaT8005 Challenger 2000

\$11.50

HaT8006 Challenger 2000

\$11.50

HaT8007 Challenger 2000

\$11.50

HaT8008 Challenger 2000

\$11.50

HaT8009 Challenger 2000

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HaT8012 Challenger 2000

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HaT8015 Challenger 2000

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HaT8016 Challenger 2000

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HaT8017 Challenger 2000

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HaT8019 Challenger 2000

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HaT8020 Challenger 2000

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HaT8021 Challenger 2000

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HaT8022 Challenger 2000

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HaT8023 Challenger 2000

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HaT8024 Challenger 2000

\$11.50

HaT8025 Challenger 2000

\$11.50

HaT8026 Challenger 2000

\$11.50

HaT8027 Challenger 2000

\$11.

## TAB FIREFLY

World War Two battlegroup actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game reconnaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of caliber; direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists, of all main beligerants of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. \$16.00

## Harpoon 4

## COA HARPOON 4

Harpoon 4 simulates modern naval warfare. Its rules explain how ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc. so that you can open the box and play immediately. Harpoon 4 is the pre-eminent naval wargame for the modern age. It is a system of detailed but comprehensible rules covering the many facets of modern naval actions. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers to questions like: "Are aircraft carriers powerhouses or sitting ducks?" In the cat and mouse game between a Russian and a US submarine, which has the advantage?" With 210 counters, rules book, data annex book, quickstart rules, 4 dice. \$80.00

**Harpoon Rules** The rules that come in the game, also available separately. \$26.00

**Harpoon 4 Quickstart Rules** The Quickstart Rules that come in the game, also available separately. \$16.50

**Harpoon 4 Data Annexes** The Data Annexes that come in the game, also available separately. \$27.00

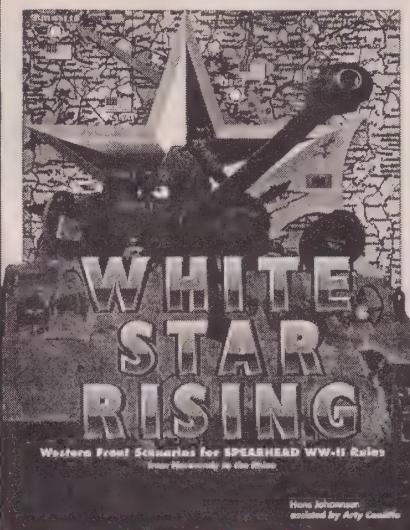
**Harpoon 4 Players Handbook** The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. \$13.50

**Harpoon 1997 Naval Review** Contains articles on the current state of the Royal Navy and the future of the US Navy, 40 ship forms, 15 aircraft forms, Harpoon clarifications, five detailed scenarios, and a random scenario generator. \$30.00

## Panzerfaust-Armored Fist

## JED PANZERFAUST-ARMORED FIST

This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including variety factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Romania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. \$18.00



## Spearhead

## QUA SPEAR HEAD

By Arty Coniffe, who also brought us *Tactical*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not in better equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of

a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. \$29.95

**O Blaze Across the Sand** 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941; 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minefields, etc. Written for *Spearhead* but can be used with any WWII rules set. \$25.00

**O Where the Iron Crosses Grow** 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war. \$25.00

**O White Star Rising** 17 scenarios cover the war in the West from the Normandy landings to the 1st organised resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied tanks and troops? \$26.00

1/300th Scale Crater Pack (20 craters, various sizes) \$6.00  
Cast in a light brown or grey. Just needs dry brushing with acrylics, made of rubber urethane.

## World War One HaT Figures

1/72nd scale soft-plastic figures  
HaT7001 WWI German Infantry (45 pieces) \$11.50  
HaT7002 WWI British Infantry (45 pieces) \$11.50  
HaT7003 WWI French Infantry (45 pieces) \$11.50  
HaT7004 WWI US Infantry (45 pieces) \$11.50  
HaT7005 WWI British Artillery (48 pieces) \$11.50  
HaT7007 WWI Italian Infantry (45 pieces) \$11.50

## Tabletop Complete Armies

**World War Two Air Combat** \$39.95  
Newbury 1930-1960 Rules, 8x Skytrex 1/300th aircraft, dice.  
**WW II Micro Starter Set: USA Vs German** \$64.95  
Firefly Rules, and 45 irregular 1/300th tanks, & 2 dice.  
**WW II Micro Starter Set: Russian Vs German** \$64.95  
Firefly Rules, and 45 irregular 1/300th tanks, 2 dice.  
**Modern Micro Starter German Vs Soviet** \$64.95  
Challenger 2000 rules, and 35 irregular AFVs, 2 dice.  
**Modern Micro Starter USA Verses Soviet** \$64.95  
Challenger 2000 rules, and 35 irregular AFVs, 2 dice.

## Fantasy

## BLOOD BOWL

**GW BLOOD BOWL New Edition**  
Games Workshop have updated their popular classic game of fantasy football, Blood Bowl. Due in April. More details later. \$105.00

## CHRONOPIA

**Heart CHRONOPIA Warzone Miniatures Rules**  
Warzone goes fantasy! Heartbreaker Hobbies new fantasy miniatures rules have been released January. From beyond the grave the One King has returned to reclaim his lost kingdom. The usurpers squandered the spoils of war and the Great Tribes of the Elf Dukes, the Dwarven Overlords and the Ogre Emperors collapsed. The Four Dark Prophets, twisted by their hate for the One King, made terrible pacts with unearthy evil. On the battlefields, the carnage birds feast as mighty Repulser Knights trade blows with Beast Clan Dwarves, and Blackblood Myrmidons rend and gore Elf Dragonbane Riders. And the dark banners of the Devout, with their Dusk Realm warriors and Warped Lords, cast an ever increasing shadow across the land. Searing new magics crack across the sky as Elven Lotus-Eaters battle with the time magics of the Chronomancers and the Devout's abominations from the void. The sun is setting on a dark world; a world of uncertainty and treachery, of heroic deeds and blasphemous evil. The world of Chronopia. \$55.00

Chronopia Miniatures  
Exaggerated 25mm metal figures by Heartbreaker

HEA2301 Orc Assault Warriors \$18.00  
HEA2302 Goblin Sword Master \$18.00  
HEA2303 Dwarf Vulture Swordsman \$18.00  
HEA2304 Dwarf Dark Tusk with Morning Stars \$18.00  
HEA2305 Dwarf Blood Bone with Axes \$18.00  
HEA2306 Elf Archon \$18.00  
HEA2307 Firstborn Knights with Swords \$18.00  
HEA2308 Firstborn Knights with Maces \$18.00  
HEA2309 One King Crossbowmen \$18.00  
HEA2310 Devout Followers with 2 Handed Swords \$18.00  
HEA2311 Orc Spearmen \$18.00  
HEA2312 Elf Valante Maille Warriors \$18.00  
HEA2313 Dwarf Dark Tusk Swordsman \$18.00  
HEA2314 Dwarf Blood-Bone Axeon \$18.00  
HEA2315 Elf Spearmen \$18.00  
HEA2316 Firstborn Archers \$18.00  
HEA2317 Dark Eye Warriors \$18.00  
HEA2318 Elf Archon \$18.00  
HEA2501 Orc Assault Warrior Leader \$6.50  
HEA2502 Orc Assault Warrior Standard \$6.50  
HEA2503 Elf Axeman Hero \$6.50  
HEA2504 Elf Axeman Leader \$6.50  
HEA2505 Firstborn Crossbowman Leader \$6.50  
HEA2506 Elf Archon Leader \$6.50  
HEA2507 Devout Leader \$6.50  
HEA2508 Devout Followers Standard \$6.50  
HEA2509 Devout Warped Lord \$6.50  
HEA2510 Goblin Swordsman Leader \$6.50  
HEA2511 Elf Spearmen Leader \$6.50  
HEA2512 Elf Spearman Standard Bearer \$6.50  
HEA2513 Firstborn Archer Leader \$6.50  
HEA2514 Elf Spearman with Sword \$6.50  
HEA2515 Firstborn Knight Hero with Mace \$6.50

## Hordes of the Things

**WRG HORDES OF THE THINGS**  
A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next

turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. \$16.00

## Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures  
HOTT Elf Army (24 Army Points) \$20.00  
HOTT Dwarf Army (24 Army Points) \$20.00  
HOTT Orc Army (24 Army Points) \$20.00  
HOTT Gnome Army (24 Army Points) \$20.00  
HOTT Lizardmen Army (24 Army Points) \$28.00  
HOTT Amazon Army (24 Army Points) \$20.00  
HOTT Dark Dwarf Army (24 Army Points) \$20.00  
HOTT Rainmer Army (24 Army Points) \$20.00  
HOTT Halfling Army (24 Army Points) \$20.00

FDW1 Dwarf Clubman (1) \$0.55  
FDW2 Dwarf Axeman (1) \$0.55  
FDW3 Dwarf Spearman (1) \$0.55  
FDW4 Dwarf Crossbowman (1) \$0.55  
FDW5 Dwarf Archer (1) \$0.55  
FDW6 Dwarf Berserker (1) \$0.55  
FDW7 Dwarf Monks on Pony (1) \$0.55  
FDW8 Dwarf Cleric (1) \$0.55  
FDW9 Dwarf Standard Bearer (1) \$0.55  
FDW10 Dwarf Musician (1) \$0.55  
FEQ1 Dwarf War Machine with crew \$0.50  
FSK1 Skeleton Swordsman (1) \$0.55  
FSK2 Skeleton Spearman (1) \$0.55  
FSK3 Skeleton Archer (1) \$0.55  
FSK4 Skeleton Crossbowman (1) \$0.55  
FSK5 Armored Skeleton (1) \$0.55  
FSK6 Skeleton Cavalry (1) \$1.10  
FSK7 Skeleton Chariot (1) \$6.50  
FSK8 Skeleton Chief (1) \$0.55  
FSK9 Skeleton Mace Master (1) \$0.55  
FSK10 Skeleton War Mage and crew \$0.50  
FCR1 Sorcerer/Wizard (1) \$0.55  
FCR2 Troll (1) \$2.00  
FCR3 Gaint (1) \$2.75  
FCR4 Woolly Mammoth with orc crew in howdah \$1.10  
FCR5 Flying Demon \$2.75  
FCR6 Wraith \$0.55  
FCR7 Lurker (1) \$0.55  
FCR10 Ent \$0.50  
FRC11 Mounted Magician \$1.10  
FRC12 Skeletal Beast with Howdah & Crew \$1.10  
FRC13 Lizardman with Howdah \$1.10  
FRC14 Mounted Wizard \$1.10  
FLM1 Lizardman Swordsman (1) \$0.55  
FLM2 Lizardman Spearman (1) \$0.55  
FLM3 Lizardman Crossbowman (1) \$0.55  
FLM4 Lizardman Bowman (1) \$0.55  
FLM5 Heavy Lizardman with Halberd (1) \$1.30  
FLM6 Lizardman with Polearm \$1.30  
FLM7 Lizardman Chariot (1) \$6.50  
FLM8 Lizardman Standard Bearer (1) \$0.55  
FLM9 Lizardman Drummer (1) \$0.55  
FLM10 Lizardman Chief (1) \$0.55  
FHA1 Halfling Spearman (1) \$0.55  
FHA2 Halfling Bowman (1) \$0.55  
FHA3 Halfling Standard Bearer (1) \$0.55  
FHA4 Halfling Chief (1) \$0.55

## Ral Partha's Rank &amp; File 15mm

15mm metal figures by Ral Partha

RALRF001 IMPERIAL GENERAL & CAVALRY(7) \$13.50  
RALRF003 IMPERIAL MERCENARY CAVALRY(6) \$11.95  
RALRF004 IMPERIAL MERC SPEARMEN (12) \$10.95  
RALRF005 IMPERIAL ELITE GUARD (12) \$10.95  
RALRF006 IMPERIAL FOOT KNIGHTS (12) \$11.95  
RALRF007 IMPERIAL PIKEMEN (12) \$10.95  
RALRF008 IMPERIAL RANGERS (13) \$11.95  
RALRF009 IMPERIAL IRON TORTOISE TANK \$16.95  
RALRF010 ORC GENERAL & ELITE GUARD (13) \$11.95  
RALRF011 ORC SWORDSMEN WITH SHIELDS(12) \$10.95  
RALRF012 ORC LIGHT PIKEMEN (12) \$10.95  
RALRF013 ORCS WITH AXES & SHIELDS (12) \$10.95  
RALRF014 ORC LIGHT AXEMEN (12) \$10.95  
RALRF015 ORCS WITH POLEAXES (12) \$10.95  
RALRF016 ORCS LIGHTS WITH POLEAXES(12) \$10.95  
RALRF017 ORC HEAVY ARCHERS (12) \$10.95  
RALRF018 ORC LIGHT ARCHERS (12) \$10.95  
RALRF130 SKELETON GENERAL & GUARD (13) \$11.95  
RALRF131 SKELETON SWORDSMEN (12) \$10.95  
RALRF132 SKELETON POLARLEMS (12) \$10.95  
RALRF133 SKELETON HEAVY SPEARMEN (12) \$10.95  
RALRF134 SKELETON LIGHT SPEARMEN (12) \$10.95  
RALRF135 SKELETON ARCHERS (12) \$10.95  
RALRF190 DRAGONMEN FOOT TROOPS (6) \$13.50  
RALRF900 PLAYER CHARACTERS # 1 \$4.95  
RALRF901 PLAYER CHARACTERS # 2 \$4.95

## Inferno

GLO6000 INFERNO BATTLES OF ABYSS 10,000 of this game were printed in the US in the initial print run, and 9,000 of these sold out within two weeks. Needless to say, this is an extremely popular game! Set in the Hollows of the Abyss, the great place that lies between heaven and hell, the great Lords make war. Vast armies clash endlessly over the tortured landscape, battling for power and that most precious commodity - souls. Striding like giants among the hordes, the mighty Archfiends and their terrible Lieutenants reap great ruin, slaughtering their foes over and over again. This is a miniatures game featuring 6mm hordes representing the general troops that comprise an army, and huge miniatures of varying sizes (such as 60mm for the Archfiends). You control one of the twelve Lords of the Abyss. This boxed set includes 2 map boards 18" x 23", rules with tabletop conversions, the Tome of the Abyss book, 26 stand-up color counters (to use until you buy the miniatures), terrain features, templates, counters, dice. \$49.95

**TOME OF THE ABYSS** 64 page booklet that is also contained in the game. Speaks about the fall from heaven, the twelve Archfiends, Lieutenants, and places within the Abyss. \$11.50

**TOWERS OF BELL** A boxed set containing eight garish and nightmarish 3D cardboard full color towers from 9 inches in height and up, and six catwalks with which to connect them. These towers are also perfect for your games of Necromunda. \$40.00

## Inferno Miniatures

Hordes are 6mm, Archfiends 60mm, Lieutenants 40mm

GLO6101 MALABOR ARCHFIEND ..... \$18.95  
GLO6102 GORIXUS ARCHFIEND ..... \$18.95  
GLO6103 ARIODCH ARCHFIEND ..... \$18.95  
GLO6111 AZKIEL ARCHFIEND ..... \$21.50  
GLO6121 TIRROCH ARCHFIEND ..... \$18.95  
GLO6122 TIRROCH ARCHFIEND ..... \$18.95  
GLO6123 IIDROKOS ARCHFIEND ..... \$18.95  
GLO6124 VUAL ARCHFIEND ..... \$18.95  
GLO6301 NUCKELAIVE LIEUTENANT ..... \$11.50  
GLO6321 BUDELA LIEUTENANT (2) ..... \$9.95  
GLO6381 STYX MARINES ..... \$10.00  
GLO6391 HORGRIM ..... \$10.00  
GLO6501 SKULL HORDE 6mm figures ..... \$7.50  
GLO6601 SERVANTS OF THE QUEEN OF WOE ..... \$8.50  
GLO6611 SERVANTS OF LORD CHITON ..... \$8.50

# MITHRIL

All figures are 25mm scale and come undercoated.

## Isenguard

MMM179	HALF ORCS	\$7.50
MMM183	WHITE HAND ORC WITH MERRY	\$4.50

## Gondor

MMM195	DENETHOR, GONDOR STEWARD	\$11.95
MMM196	PIPPIN & BERGIL IN GONDOR	\$7.50
MMM199	GONDORIAN ROYAL GUARDS (2)	\$8.95
MMM202	IORETH THE HEALER	\$4.50
MMM203	GONDORIAN TOWNSFOLK (2)	\$8.95

## Elves of Lorien

MMM210	LORIEN GUARDIAN/GUIDE	\$4.50
MMM213	LORIEN SPEARMAN	\$4.50

## Tale of Turin

MMM216	MORWEN AND NIENOR	\$7.50
MMM219	MIM AND IBUN	\$5.95
MMM223	WOLF SENTINEL	\$5.95

## Boxed Sets

MMM300	BALROG OF MORIA	\$59.50
MMM345	THE VENGEANCE OF SMAUG	\$59.50

## Turin the Black Sword

MMM240	FINDULAS AND GWINDOR	\$8.50
MMM241	BRODDA THE EASTERLING	\$4.50
MMM242	HITHLUM EASTERLING WARRIOR	\$4.50
MMM243	BRANDIR THE LAME	\$4.50
MMM244	TURIN TURUMBAR	\$4.50
MMM245	NIMIEL THE BRIDE	\$4.50

## The Ancient Folk

MMM250	CORPSE CANDLE	\$4.50
MMM252	PUKEL MEN (2)	\$6.50
MMM253	SWAMP-STAR	\$4.50
MMM254	MEWLIP	\$8.50
MMM257	BARROW-WIGHT KING	\$5.50

## The Last Alliance

MMM270	ELRON HERALD OF GIL-GALAD	\$11.00
MMM271	ELENDIL THE TALL	\$5.50
MMM272	ISILDUR THE RING BEARER	\$4.50
MMM273	CIRDAN AT GORGOROTH	\$4.50
MMM274	ANARION	\$6.50
MMM276	NUMENOREAN INFANTRY	\$4.50
MMM277	NUMENOREAN DUNNISH TRACKER	\$4.50
MMM278	NUMENOREAN INFANTRY (ISILDUR)	\$4.50

## The Misty Mountains

MMM307	STONE GIANT	\$17.00
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## The Orcs of the Red Eye

MMM310	MORDOR ORC STANDARD BEARER	\$6.00
MMM312	MORDOR ORC DRUMMER	\$5.50
MMM313	ARMORED ORCS	\$8.50
MMM314	ORC RIDER ON CHARGING WARG	\$8.50

## Frodo & Sam in Mordor

MMM126	SHAGRAT & GORBAK	\$11.00
MMM127	FRODO SAM DRESSED AS ORCS	\$5.50
MMM128	LUGBURZ - ORC TRACKER	\$4.00
MMM129	RINGWRAITH	\$6.50
MMM130	MORGUL DRAGON FIGHTING	\$4.00
MMM132	FRODO IN THE TOWER	\$8.50
MMM133	LUGBURZ GREAT URUK	\$6.50
MMM134	LUGBURZ CAPTAIN WITH WHIP	\$4.00
MMM135	SNAGAS (SMALL ORCS - 2)	\$6.50

## Hobbits of the Shire

MMM348	FARMER MAGGOT & HIS DOGS	\$6.50
MMM349	THE RINGWRAITH IN THE SHIRE	\$10.00
MMM350	GANDALF & THE HOBBIT CHILDREN	\$7.75
MMM351	FREDDY BOLGAR & THE INNKEEPER	\$5.25
MMM352	LOTHLIA & LOTHO	\$5.25
MMM353	MARCHO & BLANCO	\$5.25
MMM354	KING AGELEG & GUARD	\$10.00
MMM356	BOUNDERS	\$5.25

## The Lord of the Rings Vignettes

MMM373	GILDOR INGLORION	\$24.95
MMM375	IN THE HOUSE OF TOM BOMBADIL	\$22.50
MMM376	THE BARROW-TOMB	\$24.95

## The Rangers of Ithilien

MMM378	MABLUNG FIRING BOW	\$4.95
MMM379	RANGER LOADING BOW	\$4.95
MMM380	DAMROD RUNNING	\$4.95
MMM382	SOUTHRON SWORDSMAN	\$4.95
MMM383	ANBORN AND GOLLUM	\$5.95
MMM384	HARADAN AND RANGER FIGHTING	\$8.95
MMM385	MORGUL ORC WITH SCIMITAR	\$4.95

## Fellowship of the Ring

MMMC13	BOROMIR	\$4.50
MMMC15	MERRY & PIPPIN	\$5.25

## RAFM

### FANTASY

#### Boxed Sets

RAF2013	FIRE SERPENT OF TERROR	\$39.95
RAF2014	NECRO DRAKE	\$49.95
RAF2015	EARTH & AIR DRAGON ELEMENTALS (2)	\$29.95
RAF2016	FIRE & WATER DRAGON ELEMENTALS (2)	\$29.95

#### Characters

RAF3694	BARDS (3)	\$9.50
RAF3695	WITCHES (3)	\$9.50
RAF3696	THE ROGUES (3)	\$9.50
RAF3697	PRIESTESSES (3)	\$9.50
RAF3698	FIGHTERS (3)	\$9.50
RAF3699	RANGERS (3)	\$9.50

## CALL OF CTHULHU

RAF2901	DOCTOR MALE (3)	\$8.95
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RAF2902	PROFESSOR ALE (3)	\$8.95
RAF2903	DILETTANTE (2)	\$8.95
RAF2904	STUDENT INVESTIGATOR (3)	\$8.95
RAF2906	PRIEST (3) CTHULHU	\$9.50
RAF2907	HOLY SISTERS (3) CTHULHU	\$8.50
RAF2908	CTHULHU (3) CTHULHU	\$9.50
RAF2910	CTHULHU (3) CTHULHU	\$9.50
RAF2911	THE COLNFRAS	\$9.50
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RAFI1010	PALADINS W/SWORD & DAGGER	\$6.50
RAFI1011	HALF-ELF RAVENS W/SHLD & SWORD	\$6.50
RAFI1012	HALF-ELF NIGHTWVES (2)	\$6.50
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RAFI1055	MANXAM (BEHOLDER) (1)	\$3.50
RAFI1056	SHAEFT AMCATHERA (THEIFER)	\$3.50
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RAFI1063	VANDERGAHAST WIZARD (1)	\$3.50
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RAL11603	FACTOL OF THE SIGNERS	\$4.25
RAL11604	LEI KUNG POWER OF LAW	\$7.50
RAL11605	THOR NORSE POWER OF CHAOS	\$8.25
RAL11606	FACTOL KORAN OF CHAOS	\$4.25
RAL11607	MASK (1)	\$4.50
RAL11608	FREYA (GODDESS) (1)	\$4.50
RAL11609	A'KIN ARCANALOTH (1)	\$3.50
RAL11610	ESTAVAN (OGRE MAGE) (1)	\$4.95
RAL11611	KATE (1)	\$3.50
RAL11612	SHENRON & COLCOOK (2)	\$3.50
RAL11613	CIRLY (1)	\$3.50
RAL11614	DIHEK 'NLLAR (1)	\$3.50
RAL11615	FELL (1)	\$3.50
RAL11616	JEMORILLE THE EXILE (1)	\$3.50
RAL11617	SLY	\$3.50
RAL11618	PARA CAT THE RAT	\$3.50
RAL11619	ALLUVIA'S RUSKIN	\$3.50
RAL11620	THE ACCORDING TO ORDER PCS (2)	\$3.50
RAL11621	XAOSECTORS PCS (2)	\$6.95
RAL11622	FREE LEAGUE BARIAR	\$6.95
RAL11623	MERCY KILLERS (2)	\$6.95
RAL11624	ANARCHISTS OF REV LEAG	\$7.50
RAL11625	INCANTIFERS (M&F)	\$7.50
RAL11626	AASIMAR (M&F)	\$4.75
RAL11627	THAUMATISTS (2)	\$7.50
RAL11628	GREATER GELUGON (1)	\$7.50
RAL11629	AASIMON SOLAR (1)	\$7.50
RAL11630	TANARRU SUCCUBUS (1)	\$7.50
RAL11631	ERINYE (1)	\$7.50
RAL11644	ARMANITES	\$14.50
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RAL11650	CHASME	\$10.95
RAL11651	ELEMENTAL VERMIN	\$10.95
RAL11652	DRETCH	\$12.95
RAL11653	MOLYEDEUS (1)	\$15.95
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RAL11706	TEMBO DARK SUN	\$6.50
RAL11708	DARK SUN FEMALE GLADIATORS (3)	\$9.95
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RAL11711	DARK SUN BELGOI (3)	\$8.95
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RAL10521	POWERS OF CHAOS PLANESCAPE	\$34.95
RAL10522	POWERS OF CHAOS PLANESCAPE	\$34.95
RAL10523	BIRTHRIGHT ABOMINATIONS	\$34.95
RAL10524	PERSONALITIES OF THE BLOOD	\$34.95
RAL10550	HEROES OF FORGOTTEN REALMS (10)	\$29.95
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RAL11851	LORD HARCOURTS CAVALRY (6)	\$13.50
RAL11852	LORD SOHTS' ELEPHANT CAVALRY	\$15.95
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RAL11854	IRON LORDS DWARF XBOWMEN (6)	\$12.95
RAL11855	IRON LORDS DWARF INFANTRY (6)	\$12.95
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RAL11860	OGRE RAVENERS	\$14.50
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RAL11862	GREY BLOSSOM ARMORED INFANTRY	\$16.95
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RAL11922	SILVER ELF PIKEMEN EVERESKA	\$11.50
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RAL11855	VILLAINS OF F REALMS (5)	\$10.50
RAL11860	DROW FEMALE ELITE ON FOOT	\$10.50
RAL11861	DROW ELF CROSSBOWMEN	\$10.50
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RAL11894	MINDUGPLH COMPANY KENKU	\$10.50
RAL11895	MINDUGPLH COMPANY KENKU	\$10.50
RAL11896	MINDUGPLH COMPANY KENKU	\$10.50
RAL11897	MINDUGPLH COMPANY KENKU	\$10.50
RAL11898	MINDUGPLH COMPANY KENKU	\$10.50
RAL11899	MINDUGPLH COMPANY KENKU	\$10.50
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RAL11990	MINDUGPLH COMPANY KENKU	\$10.50
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RAL02310	FEMALE FIGHTER W/ROUND SHIELD	\$3.50
RAL02311	CAVALIER KNIGHT	\$3.50
RAL02312	MONK THIEF	\$3.50
RAL02313	THIEF THIEF	\$3.50
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RAL02335	NINJA ASSASSIN	\$3.50
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RAL02337	FEMALE ADVENTURER THIEF (1)	\$3.50
RAL02338	ELVEN THIEF (1)	\$3.50
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RAL02353	ILLUSIONIST CONJURING	\$3.50
RAL02354	SHAMAN W/DRUM/SCULL STAFF	\$3.50
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RAL02373	ARMORED CLERIC	\$3.50
RAL02375	DRUID	\$3.50
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Blisters with 1 or () scale metal figures.

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RAL02404	GARGOYLE	\$4.95
RAL02405	DEMON	\$4.50
RAL02406	ARMORED MINOTAUR W/SPEAR	\$4.50
RAL02407	HEADHUNTERS (3)	\$8.95
RAL02408	LION CENTAURS	\$8.95
RAL02414	FROST GIANT	\$12.95
RAL02417	TREE SHEPHERD	\$15.95
RAL02418	GREATER CAT LORD	\$8.50
RAL02419	GUARDIAN DEMON	\$10.95
RAL02420	GARGOYLES (4)	\$11.95
RAL02421	DEMON TREE (1)	\$9.95
RAL02422	GIANT RAT SWARM	\$7.50
RAL02423	MUSHROOM MEN (4)	\$7.50

## ENCOUNTERS OF THE IMAGINATION

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RAL02501	BARTENDER 2 BARMAIDS, BOUNCER	\$11.95
RAL02502	ORC LORD ON THRONE W/SERVANT	\$12.95
RAL02503	EVIL TOAD ON PEDESTAL (3)	\$14.95
RAL02504	HEADHUNTERS (4)	\$12.50
RAL02505	PIRATES & SAILORS (4)	\$12.50
RAL02506	BEGGARS (4)	\$12.50
RAL02507	THREE LADIES ESCORTED BY HERO	\$12.50
RAL02508	WOMEN OF PAK (4)	\$12.50
RAL02509	FAMILIAR SPRITES (4)	\$9.75
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RAL02520	VIKINGS (4)	\$11.95
RAL02521	CLERGY (4)	\$11.95
RAL02522	ZOMBIES (4 ZOMBIES+GRAVE)	\$13.50
RAL02523	PEASANT LABORERS (4)	\$13.50
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**Science Fiction****Babylon 5 Wars**

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<b>CEE Earthforce Sourcebook</b>	
This roleplaying supplement for <i>The Babylon Project</i> also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Tuffley, who wrote <i>Full Thrust</i> . As such the rules are simple to learn, but tactics are very hard to master! Each turn you must write in advance what movement your ships will undertake, which could well result in your guns not being able to target your desired opponent, should he be able to out guess you! Covers almost all Earthforce ships, including the impressive Omega-class destroyers, two types of Starfuries, and Hyperion-class heavy cruisers; details the Minbari cruiser and fighters, with far superior technology to the other races; details the Narn heavy cruiser, battle dreadnought and	

fighters; and the Centauri light cruiser, battle cruiser and fighters. The rules are magnificent, and you can easily control six ships plus fighters. This is the game system for me! The book contains counters for all the above ships and fighters, but I will be using the below miniatures.

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\$4.95

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Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc. All rules clarifications or changes are marked in the text, experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20, and a map of the Inner Sphere.

\$4.00

**BattleTech Miniatures Rules** This is not a FASA product. This is an update for the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding.

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## 25mm Clan Elemental

RAL20950 CLAN ELEMENTAL 25mm \$7.50

## BattleTech Boxed Lances

All come with hex bases.

RAL10840 CLAN LIGHT OMNI MECHS BOXED

Daishi, Uller, Puma, Kushii

RAL10841 CLAN MEDIUM OMNI MECHS BOXED

Fenris, Dragontail, Ryoken, Blackhawk

RAL10842 CLAN HEAVY OMNI MECHS BOXED

Loki, Vulture, Madcat, Thor

RAL10843 ASSAULT OMNI MECHS BOXED SET

Daishi, Masakari, Gladiator, Man O' War

## Demon Blade Games

Demon Blade Games is a new company who are releasing a range of sci-fi figures for their own sci-fi miniatures rules called *ShockForce* later this year. In the meantime, here are their figures. Their Orgs look like sci-fi orcs with a really bad attitude. The Shock Force troops are humans.

**SHOCK FORCE** Players battle in the remnants of America in the year 2142 AD. A sociopolitical & nuclear meltdown has caused America to become a battlefield populated by hordes of mutant gangs that roam the wastelands and derelict cities, and the MegaCorp armies, such as the Shock Force, consisting of normal men and women who are trained to fight from birth. These are skirmish rules including unit activation, command radius, advantages and disadvantages, and army lists. *Dine March?*

STBAs

DBG10001 ORG WARLORD (1)

\$12.95

DBG10002 CYB-ORG # 1 (1)

\$10.95

DBG10003 CYB-ORG # 2 (1)

\$10.95

DBG10004 ORG HOG (1)

\$16.95

DBG10005 ORG ATROCITOR (Dreadnaught)

\$47.00

DBG10101 ORG BOUNCERS COMMAND PACK

\$10.95

DBG10102 ORGLING SERGEANT

\$7.50

DBG10201 ORG SLAMMERS UNIT

\$14.50

DBG10202 ORG SLASHERS UNIT

\$14.50

DBG10203 ORGLING DELINQUENTS

\$14.50

DBG20001 LORD OF TECHNOLOGY

\$7.50

DBG20004 SHOCK FORCE COMMANDANT

\$25.95

DBG20005 SHOCK FORCE ELIMINATOR

\$7.50

DBG20101 SHOCK FORCE PAC 9000

\$14.50

DBG20102 SHOCK FORCE BAZOOKA TEAM

\$13.95

DBG20103 SHOCK SISTER COMMAND PACK

\$8.95

DBG20104 SHOCK FORCE PAC 8000

\$14.50

DBG20105 SHOCK FORCE PAC 7000

\$14.50

DBG20201 SHOCK FORCE ALPHA TEAM

\$14.50

DBG20202 SHOCK FORCE BRAVO TEAM

\$14.50

DBG20203 SHOCK SISTERS UNIT

\$14.50

DBG20204 SHOCK FORCE OMEGA

\$14.50

DBG30001 VENGEQUAN TECH SHAMAN

\$7.50

DBG51001 BROODLORD QUEELUG

\$9.95

## Dirtside II

**DIRTSIDE II** By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are included for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG.

\$35.00

**STARGRUNT II** These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as *Dirtside* and *Full Thrust*. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations.

\$40.00

## Stargrunt Miniatures

Figures are around 28mm tall

New Anglian Royal Marines (10) \$22.00  
New Anglian Female Troopers (10) \$22.00  
New Anglian Power Armored Troopers (10) \$22.00  
New Swabian League Troopers (10) \$22.00  
New Swabian League Female Troopers (10) \$22.00  
New Swabian League Power Armored Troopers (10) \$22.00  
Eurasian Union Royal Guards (10) \$22.00  
Eurasian Union Naval Power Armor Infantry (10) \$22.00  
Federal State Europa Colonial Legionaries (10) \$22.00  
Federal State Europa Power Armored Troopers (10) \$22.00  
Islamic Federation Troopers (10) \$22.00  
Pan African Union Troopers (10) \$22.00  
Mercenary Troopers (10) \$22.00  
UNSC Marine Troopers (10) \$22.00  
PTaah Biotech Aliens (10) \$22.00  
Kra'vak Troopers (10) \$22.00  
Oceanic Union Defence Force (Australian) Troopers (10) \$22.00  
Oceanic Union Defence Force Jetbike and Rider (1) \$7.50  
Oceanic Union Defence Force SAM Launcher & 3 Crew \$8.25  
FSE Colonial Legionnaire on Futuristic Motor Bike \$5.50  
NAC Marine on Futuristic Motor Bike \$5.50  
Combat Babe on Futuristic Motor Bike \$5.50

## Stargrunt Resin Vehicles

Large resin vehicles, suitable for all 25mm or exaggerated 25mm sci-fi.

SF25-11 Police Patrol Aircar \$15.00  
SF25-14A Gladiator Mk-II Light Hover Tank \$15.00  
SF25-14B Surveyor Tracked All Terrain Vehicle \$35.00  
SF25-26A Goliath Mark II Heavy Hover Tank \$30.00  
SF25-27 Light Hover Jet \$10.00  
SF25-28 Wombat Medium Hover APC \$20.00  
SF25-30 Ronmel Medium Hovertank \$20.00  
SF25-33 AV-6 Assault VTOL (troop transport) \$30.00  
SF25-41 Lawcruiser 8 wheel Urban Security Vehicle \$25.00  
SF25-57 M38D LIPPC Light APC \$15.00  
SF25-58 M62 Slammer Heavy Hover Tank \$35.00  
SF25-62 Ponzu Superheavy Grav Tank \$25.00  
SF25-63 Vimazh G-CAV Grav Assault APC \$20.00  
SF25-64 Onyx-6 legged Hovercav \$20.00  
SF25-65 Gunship with twin laser cannon \$20.00  
SF25-66 Gunship - as above but anti-tank variant \$20.00  
SF25-67 M44 Coonhound Light Assault Vehicle \$15.00  
SF25-69C Wheeled Flatbed Truck with Military Cab and Command Post Body \$20.00  
SF25-74 AV-5 Security/Casualty Evac VTOL \$25.00  
SF25-75 AV9A Gunship VTOL \$20.00  
SF25-76 Paladin 6 wheeled Hi-Mobility Battletank with Laser Turret \$35.00  
SF25-86 Phalanx 6 wheeled heavy APC with twin laser turrets \$50.00

SF25-88 Hoplite High Mobility Wheeled Vehicle with Rotary Cannon \$40.00  
Hunter Wheeled Tank Killer with Missile & Cannon \$40.00  
SF25-90 Defender Air-Vehicle (based on Hunter) \$40.00  
SF25-91 Striker Multiple Rocket Artillery vehicle \$25.00  
SF25-93 Gauntlet II GEV Hover APC \$25.00  
SF25-98 MARS Multiple Artillery Rocket System on Truck \$25.00

## Doom Miniatures

Super 25mm miniatures from my favorite computer game - Doom I and II

REA66601 Doom Marine - ie, the player character (3) \$12.50  
REA66602 Zombie Marine with pistol (3) \$12.50  
REA66603 Zombie Marine with shotgun (3) \$12.50  
REA66604 Heavy Weapon Dude with chain-gun (2) \$10.95  
REA66605 Imp (Demon) (3) \$12.50  
REA66606 Pink Demon (1) \$7.50  
REA66607 Cadcomon (Floating sphered demon) (1) \$18.00  
REA66608 Pain Elemental (1) \$18.00  
REA66609 Lost Soul (Floating skull) (1) \$10.95  
REA66610 Mancubus (1) \$18.00  
REA66611 Baron of Hell (1) \$18.00  
REA66612 Revenant (1) \$10.95  
REA66613 Arachnotron (Brain-spider with chain-guns) (1) \$36.00  
REA66614 Archvile (1) \$14.50  
REA66615 Cyberdemon (1) \$14.50

## Epic Warhammer 40,000

### GAM EPIC Warhammer 40,000

*Space Marine* has been replaced by this new release. In a galaxy torn apart by endless war, huge armies of tanks and mighty war engines clash, unleashing untold destruction across the ravaged battlefields of the 41<sup>st</sup> Millennium. You are the commander of a vast army, out-fighting and out-maneuvering your opponent. This complete game includes two massive armies of Citadel miniatures, Space Marines and Books, 48 ruined plastic walls and 18 rubble sections, 112 page Battles Book, 112 pages Armies Book, 48 page Rulebook, 22 dice, 2 plastic range rules, 51 game counters, 12 fate cards, playshields, 20 blast markers, Ori Gargant Card. Includes new model Landraiders, and new infantry stands which are rectangular instead of square. \$105.00

### Epic Warhammer 40,000 Miniatures

Epic figures by Citadel. Most are re-releases of the excellent Space Marine range.

CIT988167 SPACE MARINE BATTLE FORCE \$135.00  
CIT98720 EPIC SPACE ORK ARMY DEAL \$135.00  
CIT1002 SPACE MARINE TANKS \$16.00  
CIT7001 WARLORD TITAN \$40.00  
CIT91495 MARINE THUNDERHAWK GUN SHIPS \$19.00  
CIT91853 ORK BIG GUNS \$14.50  
CIT96703 TYRANID BIOVORES \$14.50  
CIT97980 ELDAR NIGHTWING \$14.50  
CIT97981 ELDAR PHOENIX BOMBERS \$14.50  
CIT97982 ELDAR VAMPIRE RAIDER \$20.00  
CIT97983 ELDAR FIRE PRISMS \$14.50  
CIT97984 ELDAR NIGHT SPINNERS \$14.50  
CIT97985 ELDAR SCORPION \$18.00  
CIT97986 ELDAR COMBAT \$18.00  
CIT97975 ELDAR SUPPORT WEAPONS \$18.00  
CIT97988 ELDAR VYPER JETBIKES \$11.50  
CIT97989 ELDAR DREADNOUGHTS \$14.50  
CIT97990 ELDAR WALKAR维尔 \$11.50  
CIT97991 ELDAR SUPREME COMMANDERS \$14.50  
CIT98585 THUNDERBOLT FIGHTERS \$14.50  
CIT98582 IMPERIAL MARAUDER BOMBER \$14.50  
CIT98586 IMPERIAL BOMBARDS \$14.50  
CIT98576 IMPERIAL SENTINELS \$11.75  
CIT98583 DEATHSTRIKE MISSILE LAUNCHER \$14.50  
CIT98580 IMPERIAL MANTICORES \$14.50  
CIT98596 IMPERIAL GRIFFONS \$14.50  
CIT98591 HYDRA FLAK TANKS \$14.50  
CIT98592 IMPERIAL HEMIPLAS \$14.50  
CIT98593 IMPERIAL SHREWDRAKERS \$18.00  
CIT98544 IMPERIAL SHREWDWORLD TANK \$18.00  
CIT98695 ASSAULT SPAWN - TYRANID HARUSPEX \$14.50  
CIT98697 ASSAULT SPAWN - TYRANID MALEFACTORS \$14.50  
CIT98698 ASSAULT SPAWN - TRYGON \$14.50  
CIT98699 TYRANID DACTYLIS \$14.50  
CIT98700 TYRANID EXOCRINES \$14.50  
CIT98701 TYRANID CARNIFEXES \$14.50  
CIT98702 TYRANID ZOANTHROPIES \$11.50  
CIT98704 TYRANID HARRIDAN \$16.00  
CIT98747 TYRANID HEIRODROME BIO-TITAN \$30.00  
CIT98759 TYRANID HEIROPRAETOR BIO-TITAN \$36.00  
CIT99145 TYRANID DOMINATOR-TITAN \$36.00  
CIT99154 BANEBLADE TANKS \$17.00  
CIT991471 ELDAR WAVE SERPENTS \$11.50  
CIT99182 SPACE MARINE PREDATOR \$14.50  
CIT99183 SPACE MARINE DREADNOUGHTS \$11.50  
CIT99184 SPACE MARINE RAZORBACKS \$14.50  
CIT991945 TYRANID HIVE TYRANT \$14.50  
CIT991952 SPACE MARINE BASILISK \$14.50  
CIT991961 HELL HOUND TANKS \$14.50  
CIT991978 LEMAN RUSS TANKS \$14.50  
CIT991983 ELDAR FALCON GRAV TANKS \$14.50  
CIT992002 SPACE MARINE ATTACK BIKES \$11.50  
CIT992021 SPACE MARINE LANDSPEEDER \$14.50  
CIT992027 VINDICATORS \$14.50  
CIT99334 SPACE MARINE BATTLEGROUP \$16.00  
CIT99327 IMPERIAL GUARD DETACHMENT \$16.00  
CITE ELDAR \$14.50  
CITGG GREAT GARGANT \$40.00  
CITO ORKS \$14.50  
CITOT ORK TANKS \$14.50  
CITT TYRANIDS \$14.50

1/300th Scale Crater Pack (20 craters, various sizes) \$6.00

Cast in a light brown or grey, just needs dry brushing with acrylics, made of nibber ultralite.

## Full Thrust

### GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnaught with your cruiser and letting it have all batteries straight up the Drive Tubes, and the "#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. \$25.00

**MORE THRUST** The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded

ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room!

## Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka.

FT101 NAC Firestorm class Fighters (12) \$4.00  
FT101A NAC Firestorm class Fighters (12) \$4.00  
FT102 NAC Garrison class Scoutships (4) \$4.00  
FT102A NAC Garrison class Scoutships (4) \$4.00  
FT103 NAC Anapalo class Corvette/Lancer (3) \$6.00  
FT104 NAC Miyazaki class Frigate (2) \$7.00  
FT105 NAC Ticendero class Destroyer (2) \$8.00  
FT106 NAC Hoshino class Light Cruiser (1) \$6.00  
FT107 NAC Furioso class Escort Carrier (1) \$8.00  
FT108 NAC Vandenberg class Heavy Cruiser (1) \$10.00  
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## Heavy Gear

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This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. For further information, consult *Heavy Gear* in the Roleplaying Games section.

**Heavy Gear Mini Game** For a full write up, look in the RPG section. This is a very basic but complete version of the Heavy Gear wargame, including color map, 8 color Heavy Gear counters, and brief rules with a selection of weapons choices. \$1.00

For more Heavy Gear products, look in the Roleplaying section.

### Heavy Gear Miniatures

Figures made by RAFM.

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## Gorkamorka

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### GLO LEGIONS OF STEEL

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This is the official Legions of Steel (LOS) miniatures rules! These are a tactical science fiction combat game set in the not-so-distant future. The 22<sup>nd</sup> century is one of advancement and discovery for Earth. Contact by extra-terrestrial, global unification and technological advancement are all hallmarks of this age. All of these events, however, have a single cause - the galactic invasion by the Machines: the Legions of Steel. The setting and game system were originally introduced in the Legions of Steel Boxed game. That game covered the conflicts which occurred underground in teh Machine production complexes. These rules take the battle out of the dungeon-like corridors and into the open: off the gameboard and onto the tabletop. The comprehensive, stand alone rules are 192 pages in length with extensive background info for every race, and game stats and usually an illustration for every miniature listed below. Also has a full color painting guide. \$29.00

### U.N.E.

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## Mutant Chronicles

### HEA - WARZONE MINIATURES RULES

144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. The rules themselves are fast moving and not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nephrite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeroth, Ilian, Muawjhe, Semai, and Demnogon. Includes one card sheet of counters & templates. \$27.50

### DAWN OF WAR Warzone Compendium I

Includes Heroes and Villains from the Mutant Chronicles universe. Now your force can include everyone from agent Nick Michaels to Crenshaw the Mortifier to Alakai the Cunning. Revised close combat rules enhance games, there are expanded abilities for specialised forces, and many new weapons, optional rules, new equipment, new creatures, new attack templates, etc. \$23.95

### BEASTS OF WAR Warzone Compendium II

Includes vehicle rules for Warzone. Capitol Purple Sharks strafe the Dark Legion scum in the venusian jungles; Necromonu squads cut swathes through Legionaries in the martian deserts, etc. The vehicles include the Mishime Dragonbike, Brotherhood Death Angel, etc. Also new troops such as the Secret Kohorts, rules updates, vehicle ref cards and templates, new weapons. \$26.95

### CASUALTIES OF WAR Warzone Compendium III

100 full color pages covering new Wolfbane troops such as Berserkers, Headhunters, Mourning Wolves, the 32nd Trench Battalion and their Hurricane Walkers; new weapons and equipment, the Cybertronic Scorpion that leaps enemy models, Dog Soldiers with their Battlehounds that spot Dark Huntresses, Tiger Dragons, Pilgrims and Pilgrim Executioners, new rules, abilities, new characters, and heaps of hideous new Dark Legion monstrosities such as Golgotha, a vile cross between a spider & a woman; the Pretorian Behemoth that can toss enemy models up to 20 inches, and the Metropolitan Prophet, which is the perfect infiltrator. \$26.95

### DARK EDEN

This 102 page book is the first in the Worlds at War series. Brings the intriguing setting of Earth to the Warzone tabletop. Covers the four major Dark Eden tribes, local Corporate and Brotherhood emissaries, extensive section on the Dark Legion, also beasts, special models, rituals, prophecies, forcelists, armories, etc. \$33.00

## Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

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## Silent Death

### IRO Silent Death: The Next Millennium \*\*/##

**Deluxe Edition.** A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintegrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missiles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and its supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs.

○ **Silent Death The Next Millennium Rulebook** The rulebook of the above boxed set, available separately. \$24.00

○ **Silent Death Rookie Rules** This is a complete game, an introduction to Silent Death. Includes a subset of the rules and components from Silent Death, while still allowing for a wide diversity of weapon types, crew quality, and tactical situations. Includes starcraft display book, 6 rookie scenarios, 9 dice, plastic missiles, torpedoes, asteroids, two 24"x36" maps, 24 plastic ships, 2 each of 12 designs. \$35.00

○ **Renegades: The Espan Rebellion** A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. Includes 19 quick-play scenarios, a full campaign system that allows for repeat play, six new starcraft designs, two new weapon types. \$16.00

○ **Silent Death Annex: Operation Dry Dock** Since the fall of the Empire over a decade ago, many standard Imperial ship designs have become commonplace. Almost every fleet has a few Salamanders. However, within the past five years, most of these ships have undergone retires. This book has 23 previously unseen ship variants, and updated sheets for the original 26 fighters. \$22.50

○ **Silent Death Forces: Universal Night Watch** Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded for the sole purpose of insuring humanity's survival against the assault of the Night Brood, horrors from beyond Terran space. There are no forces with better training or equipment, and none more willing to risk their lives for mankind. New weapons and technology, history, 12 scenarios, new ships. \$22.50

○ **Silent Death Hostile Takeover** Espan province has faced one conflict after another, but now they face a greater foe than any they could have imagined - the bill collectors of the Kashmere Commonwealth. \$19.00

○ **Silent Death Races: Night Brood - First Contact** Shows in great detail the initial confrontation with the Grubs, a bellicose alien race intent on the destruction of mankind. They swarm through deep space ravaging planet after planet. Rules for using Grub ships and weapons, scenarios, 188 color counters, etc. \$24.00

○ **Silent Death House: Sigurd Archidioce** The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. Though some call the Midgardians fanatics who are willing to throw their lives away, they know what is to come. New ship designs, scenarios, etc. \$22.50

○ **Silent Death Kashmere Commonwealth** Reveals the history of the greatest trading house in the galaxy. Special rules for construction of freighters and other cargo vessels, seven new Kashmere house ships & two new pirate vessels, scenarios, and a full campaign of trading caravans and pirate attacks. \$22.50

○ **Silent Death Rules of Warfare** A supplement for scheduling tournaments, running leagues, and organising SD events. Has multiple round event guidelines, updated optional rules checklist, display sheets for the Silent Death prize ships including the Orca, Dolphin, Piranha, cut-out color counters and maps for tabletop play. \$19.00

○ **Silent Death Fighter Tactics Manual** Hones the skills of most veteran players and opens new possibilities to rookies. Basic fighter maneuvers and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. 3 scenarios, new prices, optional rules, six new fighters. \$22.00

○ **SpaceJunk** Space is still silent but it is no longer empty Nebulas, dust clouds, radiation zones, gravity wells can now appear on ship screens in the Silent Death universe. Rules for 30 different stellar objects, satellite and outpost design rules, starfighter combat within an atmosphere, etc. \$22.50

○ **Runners** With the end of the Terran-Hatching War, the frontier is expanding once again, but not without conflict. This module reveals everything there is to know about the last survivors of Barat-Tul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries who hire themselves out for money or salvage or parts. One day, they will return to their world to claim it back from the Grubs. \$21.50

○ **Warhounds** Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. Escort do the grunt work of the navy, serving as long range patrol craft, picket ships, convoy & fleet escorts, fighter tenders, etc. This book includes 6 escort class ships. \$24.00

### Silent Death Miniatures

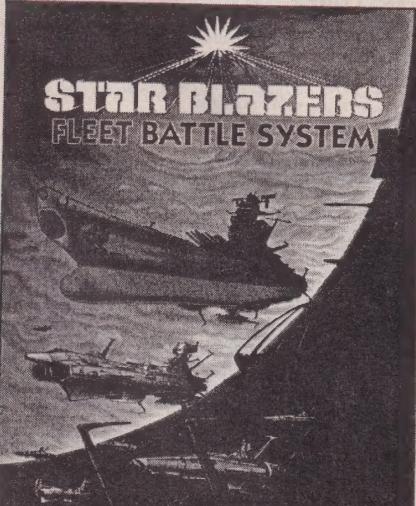
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## Star Blazers

**VOY STAR BLAZERS**  
Tactical space combat rules based on the classic animated science fiction series starring Space Battleship Yamato. The rules include many simple cut-out ship counters, but a fine range of starship miniatures are available below. Now you can refight the Gamilon and White Comet Wars of 2199-2201 AD. Send for the Yamato with its massive Wave Motion Gun and try to crush the evil Gamilon ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules.

\$34.00



**TACTICAL SPACE COMBAT RULES**  
Based on the classic animated SF series from Voyager Entertainment

### Star Blazers Miniatures

VOY1001	EDFS Space Battleship Yamato (1)	\$15.95
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## Star Wars

**Star Wars Miniatures Rules** They're back! With the rules updated to make them compatible with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookiees, etc.

**Star Wars Miniatures Companion** Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc.

\$25.00

## Star Wars Miniatures

Blisters with 3 or 12 25mm metal figures. By West End Games

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## Space Rangers

### ICE SPACE RANGERS

\$50.00

This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armored Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slot bases.

## Warhammer 40,000

### GAM . WARHAMMER 40,000 BOXED SET

Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchin, 20 Space Orks, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers & 2 flamer. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having its own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army lists come out.

\$119.95

\$5.00

**INFERNO MAGAZINE # 2** Issue # 1 lasted a whole 60 seconds, and is sold out world wide. We have been able to grab quite a number of issue two, but be quick, we can't get anymore when it's sold out. Contains short stories and comic strips set in the Warhammer Fantasy and 40,000 universes, including a story following a Chaos invasion of the world Tenebrie, where even an Emperor class Titan could not stem the invasion!

\$5.00

**INFERNO MAGAZINE SUBSCRIPTION** If you would like to take our subscription to Inferno Magazine, it's \$30.00 for 3 issues, \$57.00 for 6 issues, and \$108.00 for 12 issues.

\$5.00

**WARHAMMER MONTHLY** Games Workshop are now producing a Warhammer comic magazine, to be released monthly. Features top quality comics set in the Warhammer Fantasy and Warhammer 40,000 universes. \$5.00 each or \$55.00 for 12 issues.

\$7.50

**CODEX ASSASSINS** The Imperial Assassins are totally awesome combatants, each one trained to excel in all the arts of death

and use some of the most deadly weapons in the Imperium. This book gives rules and background for Vindicare, Callidus, Eversor and Culex Assassins.

\$16.00

**CODEX SPACE WOLVES** Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, etc.

\$31.50

**CODEX ELDAR** The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Social rules for Eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc.

\$31.50

**CODEX ORCS** 96 page book detailing the orcs, gretchen, and snottings. Includes their history, a battle report, painting guides, snotlings. Includes their history, a battle report, painting guides, dreads & special weapons, such as the Shock Attack Gun and its snotling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'eavy metal painting guide.

\$31.50

**CODEX ULTRAMARINES** The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marnius Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as well as Terminator Gauntlet with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyrants; Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test; there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more.

\$31.50

**CODEX TYRANIDS** At last the Tyranid Codex is here, and it was worth the wait. The Tyranids are now even more a force to be reckoned with. New beasties include Gargoyles, which are flying Termagants armed with flamer; Hormagants, which are tough Termagants armed with 4 scythe like claw arms; the Lictor, a Tyranid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psycher monster, spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spinefiest, etc. and lots of living bio-wargear, including regenerant wounds, voltage field, adrenal sac, sharpened claws, etc. I have a large and impressive Tyranid army. For 20,000 points I like to field around 5 - 6 Lictors with Voltage fields and about sixty Hormagants, lead by a mighty Hive Tyrant with a Venom Cannon. Termagants with Stranglewebs are a handy way of sticking enemies in place.

\$31.50

**CODEX IMPERIAL GUARD** The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Organisation details, painting guides.

\$31.50

**CODEX ANGELS OF DEATH** The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion: they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their wargear cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other specials, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book!

\$31.50

**CODEX CHAOS** Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. This book contains descriptions and army lists for all of the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, etc. Includes Terminators, Noise Marines, Khorne Berserkers, Plague Marines, Dreadnoughts, heaps of daemons and creepies of all descriptions. Also new Wargear Cards, templates for Chaos weapons, etc. Of special interest are two "optional" army lists, you can only use them in campaigns or special pre-arranged scenarios - you can't use them in tournaments. These are the Chaos Cult Army List and the Daemon World Army Lists. The Daemon World army is so good you'll understand why.

\$31.50

**CODEX SISTERS OF BATTLE** Foremost amongst the fanatical warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. This book contains full details and rules for all the fighters of the Ecclesiarchy from the Frateris Militia to the zealous Confessors, stalwart Preachers, questing Missionaries, Sister Superiors, Canonesses, elite Seraphim squads and the awesome flame-throwing Immolator tank. With full army lists.

\$31.50

**SQUAT ARMY LIST** Armocast have produced an excellent Squat Army List in their great *Inquisitor Magazine* # 15, which contains articles written for 40K. The list is divided into two separate armies; Brotherhood and Engineers Guild, each with separate army lists, but you can field a force containing both armies, with each meeting all requirements. The lists include Hearthguard troops, Ancestor Lords, Berserker Squads, trikes, bikes, vehicles, support weapons, Engineer Guildmasters; Demo, Diamond, Ruby, Iron, and Lightning Hammer Squads, plus wargear lists, wargear cards, etc.

\$7.50

**WHITE SCAR MARINE CHAPTER** An excellent though unofficial new Space Marine Chapter is given in *Marx Magazine* # 3: the White Scar Marines. These marines have modelled themselves upon the medieval Mongols. The army list contained in this magazine uses the Codex Ultramarines as a base, but lists many changes and special characters, which include: Scouts riding horses, veteran squads riding bikes, the chapter leader, Baidar Khan has his own personal Leman Russ and fires the turret weapon with a BS of 7, Subatai Khan with special lightning claws, a Shaman as a psycher with a special bonus ability, and other characters!

\$5.00

**DARK MILLENIUM** The boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafex cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to



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## Paint & Accessories

### DICE

**KOP 60mm 6 Sided Dice** A large 6cm gem dice with 6 sides. Watch the gaming board bounce under its weight. \$22.50

**KOP 70mm 6 Sided Dice** D6 gem dice - 7cm wide! You could use it for a book-end. \$30.00

**KOP 80mm 6 Sided Dice** A huge 8cm gem dice with 6 sides, all you need to knock out your opponents with. \$37.50

**JED Poly Dice** High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. \$0.65

**JED Gem Dice** More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. \$1.00

**JED Sparkle Dice** Clear gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. \$1.25

**JED Pearl Dice** Yippie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. \$1.25

**KOP Glow In The Dark 7 Dice Set** For those who love night missions and want to add a little atmosphere by playing in the dark. A glow in the dark D4, D6, D8, D10, D12, & D20. \$12.95

**KOP Star Dice 25mm 6 sided** Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. \$2.95

**KOP 30 Sided Opaque Dice** A large 30 sided opaque dice, in assorted colors. \$4.95

**KOP 30 Sided Gem Dice** A large 30 sided transparent dice, in assorted colors. \$4.95

**KOP 100 Sided Dice** The perfect percentile dice, this dice has 100 faces - though you'll have to wait half an hour for it to stop rolling. \$13.00

**KOP Dragon 6 Sided Dice** A 16mm 6 sided dice with a dragon instead of a '1'. \$2.00

**KOP Skull 6 Sided Dice** A 16mm 6 sided dice with a skull instead of a '1'. \$2.00

**KOP Skunk 6 Sided Dice** A 16mm 6 sided dice with a loveable skunk instead of a '1'. \$2.00

**KOP Teddy Bear 6 Sided Dice** 16mm 6 sided dice with a cute teddy bear instead of a '1'. \$2.00

**KOP Unicorn 6 Sided Dice** A 16mm 6 sided dice with a unicorn instead of a '1'. \$2.00

**KOP Opaque Round Dice 6 Sided** What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. \$2.75

**CHX Elemental Dice** These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals*, *Sea Elementals*, *Fire Elementals*, *Earth Elementals*. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 20 etc.) \$10.95 each

**CHX Speckled Dice** These are stunning speckled dice like the *Elemental Dice*. The colors available are: Jungle Camouflage, Strawberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest, *Pluto*, *Venus*, *Mercury*, *Terra*, *Uranus*, *Mars*. All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s.

**CHX 22mm D6 Speckled Dice (3)** These are the same style of speckled dice as the *Elemental dice*, except bigger! Each set includes 3 of the same type of speckled 22mm D6 dice. Colors are: Desert, Jungle, Water, Fire, Sun and Earth. \$7.00

**CHX 36mm D6 Speckled Dice** These are the same style of speckled dice as the *Elemental dice*, except bigger! You get one large 36mm D6 dice. Colors are: Air, Fire, Earth, Water, Jungle and Desert. \$11.00

**ARMDIE-100 BattleTech Dice (6)** This includes six stunning pearlescent dice, six different colors, each with a BattleTech House to Clan design instead of the number six. \$5.95 The dice are also available individually for \$1.20 each. They are House Kurita, House Steiner, House Liao, Clan Ghost Bear, Wolf's Dragoons, and Wolfnet.

**ARMDIE-110 BattleTech Dice (6)** This includes six stunning pearlescent dice, six different colors, each with a BattleTech House to Clan design instead of the number six. \$5.95 The dice are House Mark, Clan Wolf, Clan Jade Falcon, F-C, Ghost Bears, and one I don't recognise.

**KOP Small Dice Bag** A cloth dice bag 4" by 5" in size. Several different colors. \$4.00

**KOP Large Dice Bag** A cloth dice bag 6" x 9" in size. Several different colors. \$8.00

**KOP Middle Sized Suede Dice Bag** A suede dice bag 6" x 7" in size. Just suede color. \$11.00

**KOP Large Suede Dice Bag** A suede dice bag 7" x 8" in size. Just suede color. \$14.00

**Wargames Accessories**

**AH Avalon Hill Counter Tray** A clear plastic counter tray with lid and dice-wells for forgetful gamers! \$5.00

**ARM Hex Pad** Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. \$3.00

**Minatures Accessories**

**JFS31-560 Sawframe with Fine Blade** A top quality sawframe with fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. \$15.95

**FJS18-435 Extra Blades for Sawframe** A pack of 12 fine blades for the above sawframe. \$3.95

**ARM0090/12 Metal Needle Files Set (12)** A magnificent set of twelve different miniature files for using on miniatures. Each handle is scored to enable a strong grip, and the files include a flat rectangular file, flat pointed file, 2 different round files, triangular file, square file, round files, etc. Fantastic value. \$29.95

**ARM17018BL Grip Art Knife with Black Handle** A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. \$5.95

**ARM-319 Dual Helping Hand with Magnifier** A great aid to painting miniatures. This is an extra pair of hands. It includes

a sturdy, weighted base with two adjustable grips for holding any miniature or part, and an adjustable magnifying glass 65mm in diameter, so that you can paint those tiny details without going blind, while the grips hold the figure motionless. No more shaky hands. \$31.95

**WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm)**

Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. \$8.00

**JED Thick Figure-Basing Cardboard** We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardbaord is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardbaord is two feet wide and almost two feet long. (Actually, the cardbaord is old Russian Campaign mapboards!) \$3.50

## MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

**Milliput Standard** \$8.95  
**Milliput Super Fine** \$14.50

## CHESSEX FIGURE CASES

**CHX2850** 80 Compartments (2 pre-cut foam inserts) Suitable for 25mm humanoid figures. \$45.00  
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## CITADEL ACCESSORIES

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CIT988624 UNFLOCKED HILLS (4) Kidney Shaped ..... \$20.00

**CITADEL PLASTIC BASES**  
CIT991167 25MM FANTASY BASES ..... \$5.40  
CIT841943 CAVALRY BASES ..... \$4.75  
CIT991143 MONSTER BASES ..... \$5.40  
CIT841967 FLYING BASES ..... \$4.75  
CIT841974 EPIC BASES ..... \$4.75  
CIT841981 WARHAMMER 40K BASES ..... \$4.75  
CIT841998 20MM FANTASY BASES ..... \$4.75  
CIT142487 50MM NEW FANTASY MONSTER BASES (4) \$4.75

**CITADEL CATALOGS**  
CIT0721 1997 CITADEL ANNUAL ..... \$19.00

**CITADEL DICE**  
CIT797202 SUSTAIN FIRE DICE ..... \$5.40  
CIT137299 WARHAMMER BATTLE DICE ..... \$5.40  
CIT991051 WARHAMMER ARTILLERY DICE ..... \$5.40

**CITADEL PAINTING GUIDES**  
CIGWB07 EASY METAL MODELLING GUIDE ..... \$29.95  
CIGWB09 WARHAMMER ARMIES PAINTING GUIDE ..... \$29.95

## CITADEL PAINT

**PAINTS**  
CIT73301 SKULL WHITE ..... \$3.25  
CIT73302 CHAOS BLACK ..... \$3.25  
CIT73303 BLOOD RED ..... \$3.25  
CIT73304 SUNBURST YELLOW ..... \$3.25  
CIT73307 GOBLIN GREEN ..... \$3.25  
CIT73308 FIERY ORANGE ..... \$3.25  
CIT73310 RUBY RED ..... \$3.25  
CIT73311 REGAL BLUE ..... \$3.25  
CIT73312 SMELLY PRIMER ..... \$3.25  
CIT73313 ULTRAMARINES BLUE ..... \$3.25  
CIT73314 BLAZING ORANGE ..... \$3.25  
CIT73315 DARK ANGELS GREEN ..... \$3.25  
CIT73316 BAD MOON YELLOW ..... \$3.25  
CIT73317 BLEACHED BONE ..... \$3.25  
CIT73320 ENCHANTED BLUE ..... \$3.25  
CIT73321 BRONZED FLESH ..... \$3.25  
CIT73322 SNAKEBITE LEATHER ..... \$3.25  
CIT73323 LEPROSUS BROWN ..... \$3.25  
CIT73324 WARLOCK PURPLE ..... \$3.25  
CIT73325 LIGHTNING BOLT BLUE ..... \$3.25  
CIT73326 LICHES PURPLE ..... \$3.25  
CIT73327 VERMIN FUR ..... \$3.25  
CIT73328 BESTIAL BROWN ..... \$3.25  
CIT73329 SNOT GREEN ..... \$3.25  
CIT73330 ELF GREY ..... \$3.25

# 64 - Miniatures: Paint & Accessories

CIT83331	ELF FLESH	\$3.25
CIT83332	JADE GREEN	\$3.25
CIT83333	DAWNR FLESH	\$3.25
CIT83334	BLOOD ANGELS RED	\$3.25
CIT83335	GOLDEN YELLOW	\$3.25
CIT83343	ROTTING FLESH	\$3.25
CIT83344	BUBONIC BROWN	\$3.25
CIT83345	SHADOW GREY	\$3.25
CIT83346	SPACE WOLVES GREY	\$3.25
CIT83358	CRIMSON GORE	\$3.25
CIT83359	PUTRID GREEN	\$3.25
CIT83360	VOMIT BROWN	\$3.25
CIT83361	DEADLY NIGHTSHADE	\$3.25
CIT83362	NAUSEATING BLUE	\$3.25
CIT83363	TENTACLE PINK	\$3.25
CIT83365	EMERALD GREEN	\$3.25
CIT83366	SCORPION GREEN	\$3.25
CIT83367	HAWK TURQUOISE	\$3.25
CIT83368	FESTERING BLUE	\$3.25
CIT83369	HIDEOUS BLUE	\$3.25

## METALLICS

CIT83305	MITHRIL SILVER	\$4.50
CIT83306	SHINING GOLD	\$4.50
CIT83309	CHAINMAIL	\$4.50
CIT83318	TIN BITZ	\$4.50
CIT83347	BOLTGUN METAL	\$4.50
CIT83348	POLISHED BLUE	\$4.50
CIT83349	DAWNR BRONZE	\$4.50
CIT83350	AMETHYST PURPLE	\$4.50
CIT83351	BEATSEN COPPER	\$4.50
CIT83352	GLISTENING GREEN	\$4.50
CIT83364	BRAZEN BRASS	\$4.50
CIT83370	BURNISHED GOLD	\$4.50

## WASHES AND GLAZES

CIT83319	RED WASH	\$3.25
CIT83336	FLESH WASH	\$3.25
CIT83337	ORC FLESH WASH	\$3.25
CIT83338	BLUE WASH	\$3.25
CIT83339	YELLOW WASH	\$3.25
CIT83340	BROWN WASH	\$3.25
CIT83341	CHESTNUT WASH	\$3.25
CIT83342	ARMOR WASH	\$3.25
CIT83353	ORANGE WASH	\$3.25
CIT83356	PURPLE WASH	\$3.25
CIT83357	BLACK WASH	\$3.25
CIT83371	GREEN WASH	\$3.25
CIT83374	YELLOW GLAZE	\$3.25
CIT83355	BLUE GLAZE	\$3.25
CIT83372	RED GLAZE	\$3.25
CIT83373	GREEN GLAZE	\$3.25
CIT83374	PURPLE GLAZE	\$3.25
CIT83375	TURQUOISE GLAZE	\$3.25

## CITADEL PAINT BRUSHES

CIT83880	FINE DETAIL BRUSH	\$6.00
CIT83881	SMALL DRYBRUSH	\$7.50
CIT83882	STANDARD BRUSH	\$6.00
CIT83883	DETAIL BRUSH	\$6.00
CIT83885	LARGE DRYBRUSH	\$7.50
CIT83886	BAKCOAT BRUSH	\$6.00
CIT83887	PAINT BRUSH SET.	\$17.00
CIT83888	LARGE BRUSH	\$7.50

## CITADEL SPRAY PAINTS

CIT0066	SHADOW GREY SPRAY	\$10.00
CIT0067	BLOOD ANGELS RED	\$10.00
CIT0068	DARK ANGELS GREEN SPRAY	\$10.00
CIT0069	ULTRAMARINE BLUE SPRAY	\$10.00
CIT0099	BLACK PRIMER SPRAY	\$15.50
CIT0091	WHITE PRIMER SPRAY	\$15.50
CIT0093	CLEAR VARNISH SPRAY	\$15.50

# Ral Partha

## PAINT SETS

RAL77730	PARTHA FANTASY PAINTS	\$25.00
	Silver, gold, black, white, blue, green, red, yellow, brush & figure.	
RAL77740	AUTUMN COLOURS	\$18.00
	Autumn gold, khaki, brown, brown, pine, green, armor grey.	
RAL77741	SUMMER COLOURS	\$18.00
	Flaxen yellow, adobe & dunkel brown, evergreen, armor grey, olive.	
RAL77750	CHAOS WAR COLOURS	\$18.00
	Mold slate, burgundy, metallic blue, green & red.	
RAL77790	SILKS AND SATINS AD&D	\$16.00
	Royal blue, lavender, blue, royal red, white, green.	
RAL77791	NATURAL COLORS AD&D	\$16.00
	Werewolf brown, yellow, pink, elemental orange, moss green, blue.	

## ACCESSORIES

RAL77725	SPRAY PRIMER	\$9.00
RAL77726	SPRAY CLEAR MATTE SEALER	\$9.00
RAL77727	DRAGONSCALE METALLIC CREMES	\$19.50
RAL77728	BUSH KIT	\$15.00
RAL77729	SPONGE APPLICATOR BRUSHES	\$2.50
RAL77733	CLEAR HANDLED PAINT BRUSH KIT	\$29.95
6 different	plastic & metal brushes with sable hair and screw-off caps.	
RAL77734	BLACK HANDLED PAINT BRUSH KIT	\$29.95
6 different	plastic & metal brushes with sable hair and screw-off caps.	

## INDIVIDUAL POTS 25ml

RAL77701	GOLD METALLIC	\$3.50
RAL77702	SILVER METALLIC	\$3.50
RAL77703	BRONZE METALLIC	\$3.50
RAL77704	STEEL	\$3.50
RAL77705	FLESH	\$3.50
RAL77706	WHITE	\$3.50
RAL77707	GREY	\$3.50
RAL77708	BLACK	\$3.50
RAL77709	SHAMROCK GREEN	\$3.50
RAL77710	FOREST GREEN	\$3.50
RAL77711	DUN	\$3.50
RAL77712	LEATHER	\$3.50
RAL77713	RED BROWN	\$3.50
RAL77714	DARK BROWN	\$3.50
RAL77715	IVORY	\$3.50
RAL77716	YELLOW	\$3.50
RAL77717	ORANGE	\$3.50
RAL77718	RED	\$3.50
RAL77719	SKY BLUE	\$3.50
RAL77720	TRUE BLUE	\$3.50
RAL77721	DARK BLUE	\$3.50
RAL77722	COPPER METALLIC	\$3.50
RAL77723	PALE METALLIC	\$3.50
RAL77724	KAHI	\$3.50
RAL77901	AGED METAL AD&D	\$3.50
RAL77902	FROST GIANT WHITE AD&D PAINT	\$3.50
RAL77903	BONE WHITE	\$3.50

RAL77904	MIST GLOW WHITE	\$2.50
RAL77905	STONE	\$3.50
RAL77906	NIGHTMARE BLACK	\$3.50
RAL77907	DROW FLESH	\$3.50
RAL77908	MINOTAUR FUR	\$3.50
RAL77909	HELLHOUND BROWN	\$3.50
RAL77910	DAMSEL FLESH	\$3.50
RAL77911	WARRIOR FLESH	\$3.50
RAL77912	CLERIC BROWN	\$3.50
RAL77913	GUTS PINK	\$3.50
RAL77914	FIREFIN RED	\$3.50
RAL77915	DRAGON SCALE RED	\$3.50
RAL77916	DRAGON TONGUE PURPLE	\$3.50
RAL77917	MIND FLAYER MAUVE	\$3.50
RAL77918	ASTRAL BLUE	\$3.50
RAL77919	DRAGON SCALE BLUE	\$3.50
RAL77920	PALADIN BLUE	\$3.50
RAL77921	LANTERN LIGHT YELLOW	\$3.50
RAL77922	TROLL FLESH GREEN	\$3.50
RAL77923	ELVEN GREEN	\$3.50
RAL77924	SLIME	\$3.50

## The All New Ral Partha Paint Range

RAL78001	MEDIUM GREY	\$3.50
RAL77802	DARK GREY	\$3.50
RAL77803	SLATE	\$3.50
RAL77804	OLIVE	\$3.50
RAL77805	TAN	\$3.50
RAL77806	CAUCASIAN SKIN TONE	\$3.50
RAL77807	SUNTAN SKIN TONE	\$3.50
RAL77808	AMERICAN INDIAN SKIN TONE	\$3.50
RAL77809	ASIAN SKIN TONE	\$3.50
RAL77810	EAST INDIAN SKIN TONE	\$3.50
RAL77811	AFRICAN SKIN TONE	\$3.50
RAL77812	DUNKEL BROWN	\$3.50
RAL77813	PINK	\$3.50
RAL77814	BLOOD RED	\$3.50
RAL77815	VIOLET	\$3.50
RAL77816	PLUM	\$3.50
RAL77817	LIGHT BLUE	\$3.50
RAL77818	FLUORESCENT BLUE	\$5.50
RAL77819	FLUORESCENT GREEN	\$5.50
RAL77820	FLUORESCENT YELLOW	\$5.50
RAL77821	FLUORESCENT RED	\$5.50
RAL77822	FLUORESCENT MAGENTA	\$5.50
RAL77823	CLEAR BRUSH ON SEALER	\$3.50
RAL77824	BLACK BRUSH ON PRIMER	\$3.50

# Paint Brushes

FRA200/10	SIZE 00000 00000 TAKLON PAINT BRUSH	\$2.25
FRA200/50	SIZE 00000 TAKLON PAINT BRUSH	\$2.25
FRA200/20	SIZE 000 TAKLON PAINT BRUSH	\$2.40
FRA200/100	SIZE 00 TAKLON PAINT BRUSH	\$2.40
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	\$2.50
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	\$2.75
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	\$2.90
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	\$3.35
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	\$3.70
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	\$3.90
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	\$5.40
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	\$6.25
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	\$7.60

## Sable Paint Brushes

FRA424/20/0	SIZE 00000 00000 00000 00000 SABLE PAINT BRUSH	\$2.95
FRA424/10/0	SIZE 00000 00000 SABLE PAINT BRUSH	\$3.10
FRA424/2/0	SIZE 000 SABLE PAINT BRUSH	\$3.40
FRA424/2/0	SIZE 0 SABLE PAINT BRUSH	\$3.40
FRA424/2/0	SIZE 00 SABLE PAINT BRUSH	\$3.50
FRA424/001	SIZE 1 SABLE PAINT BRUSH	\$3.80
FRA424/002	SIZE 2 SABLE PAINT BRUSH	\$4.20
FRA424/003	SIZE 3 SABLE PAINT BRUSH	\$5.40
FRA424/004	SIZE 4 SABLE PAINT BRUSH	\$7.25
FRA424/005	SIZE 5 SABLE PAINT BRUSH	\$8.75
FRA424/006	SIZE 6 SABLE PAINT BRUSH	\$9.95
FRA424/007	SIZE 7 SABLE PAINT BRUSH	\$16.95
FRA424/008	SIZE 8 SABLE PAINT BRUSH	\$22.95

RAL77701	GOLD METALLIC	\$3.50
RAL77702	SILVER METALLIC	\$3.50
RAL77703	BRONZE METALLIC	\$3.50
RAL77704	STEEL	\$3.50
RAL77705	FLESH	\$3.50
RAL77706	WHITE	\$3.50
RAL77707	GREY	\$3.50
RAL77708	BLACK	\$3.50
RAL77709	SHAMROCK GREEN	\$3.50
RAL77710	FOREST GREEN	\$3.50
RAL77711	DUN	\$3.50
RAL77712	LEATHER	\$3.50
RAL77713	RED BROWN	\$3.50
RAL77714	DARK BROWN	\$3.50
RAL77715	IVORY	\$3.50
RAL77716	YELLOW	\$3.50
RAL77717	ORANGE	\$3.50
RAL77718	RED	\$3.50
RAL77719	SKY BLUE	\$3.50
RAL77720	TRUE BLUE	\$3.50
RAL77721	DARK BLUE	\$3.50
RAL77722	COPPER METALLIC	\$3.50
RAL77723	PALAE METALLIC	\$3.50
RAL77724	KAHI	\$3.50

RAL77901	AGED METAL AD&D	\$3.50
RAL77902	FROST GIANT WHITE AD&D PAINT	\$3.50
RAL77903	BONE WHITE	\$3.50

thickly with this black wash.